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One for the Books

by Terry Melia

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PUBLISHER
Wendy Noritake
EDITOR
Terry Melia
ART DIRECTOR & GRAPHIC DESIGNER
Maria P. Cabardo
ASSOCIATE EDITOR
Scott McGough
COPY EDITOR
Britt Scott
CONTENT REVIEWERS
Mark Rosewater, Lisa Stevens
CONTRIBUTING WRITERS
Melody Alder, Jason Carl, Andy Collins, Beth Moursund, Henry Stern, Jack Stanton, Eric Tam, and Lisa Stevens
PHOTOGRAPHERS
Derek Hui (HK) • Kimball Hall (L.A.)
PRODUCTION MANAGER
Eric Nancarrow
DESIGN DIRECTOR
Shauna Wolf Narciso
ADVERTISING SALES MANAGER
Bob Henning
(206) 204-7262
bob@wizards.com
ADMINISTRATIVE ASSISTANT
Judy Smitha

EVENTS STAFF
SHOW MANAGER
Kärin Kriznik
TOURNAMENT DIRECTOR
Andrew Finch
DCI DIRECTOR
Jason Carl
PUBLIC RELATIONS MANAGER
Sue Lane Wood
QUALIFIER TOURNAMENTS MANAGER
Kevin Klipstein
SHOW COORDINATORS
Jennifer Dirksen
Sue Rasmussen
EVENTS MARKETING MANAGER
David Hoppe
EVENTS DIVISION DIRECTOR
Penny Harger
HEAD JUDGE
Tom Wylie
HEAD JUDGE, JR. DIVISION
Charlie Catino
REFEREES
Paul Gerardi, Scott Larabee
Beth Moursund, and Henry Stern
COLOR COMMENTATORS
Mark Chalice, Shawn Regnier, Mario Robina, and Mark Rosewater
MAGIC GAME DESIGNER
Richard Garfield
WIZARDS OF THE COAST PRESIDENT
Peter Adkison

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This issue was put together while juggling two very important events: the first-ever *Duelist* Invitational and Pro Tour–Los Angeles. The startling developments from both **Magic** gatherings certainly deserve mention, as our extensive coverage will attest, but the tourney recaps and player profiles only tell part of the story.

The in-depth articles, sidebars, decklists, deck analyses, player rankings, tournament photos, and design elements were supplied by a collection of devoted people. The beauty is that these individuals worked well as a team. Events personnel, DCI researchers, *Duelist* editors, art designers, photographers, and even a few Pro Tour players all helped us put together a fun, informative package. But let me be the first to say, the road to Quebecor—our Nashville-based printer—wasn't without its worrisome moments.

First, we had to tackle the issue of timing. The *Duelist* Invitational, held in Hong Kong, took place February 14 through 16; Pro Tour–Los Angeles, aboard the famous Queen Mary, was held February 28 through March 2. Both events were crucial and deserved our utmost attention. Suffice it to say, there wasn't time to blink.

At the Invitational, my first test came in interviewing Italy's Andrea Redi, the winner of the Solomon Draft competition. The problem: I don't speak Italian and Redi speaks no English. Not a stitch. Luckily, 1995 **Magic** World Champion Alexander Blumke of Switzerland, who speaks a little Italian, was close at hand. And when Blumke's efforts came up short, John Jordan stepped in, senior vice president of Wizards' International Business Group. It was a roundabout way to get a few quotes, but it worked.

Probably my toughest test, however, came at the checkout counter at McDonald's. Accompanied by Associate Editor Scott McGough,

I ordered two cheeseburgers and two drinks (for both of us). The Chinese girl behind the counter responded: "Two cheeseburgers, way too many." Puzzled, and a bit taken aback, I said, "What?" She repeated: "Two cheeseburgers, way too many." When I said: "Two cheeseburgers are *way too many?* I don't understand," she giggled, then got her manager to come over and say, "No, what she said was, 'Two cheeseburgers, wait two minutes.'" Apparently my Chinese is no better than my Italian.

The actual writing assignments were distributed among Scott McGough, Beth "Bethmo" Moursund, and yours truly. McGough and I handled the player interviews, while Moursund tackled the difficult deck analysis reports. I'm always amazed at how easily she's able to pick decks apart and decipher exactly what went into their deck-building strategies. *(See pages 4 through 19 to get the full report from Hong Kong.)*

At Pro Tour–Los Angeles, we recruited the help of *Duelist* Senior Editor Melody Alder, along with a couple of Pro Tour players: Jack Stanton and Eric Tam. Alder and Stanton authored a few player profiles, while Tam did a bang-up job of capturing the mood of several Pro Tour mainstays following the final-round disqualification of Master-division competitor David Mills. *(See "When the Decks Ran Red" on page 30.)* And, as always, columnists Lisa Stevens ("Whispers from the Stromgald Spy") and Henry Stern ("Tips from the Pros") turned in flawless reports.

Our Pro Tour–L.A. coverage includes an area that's just getting tapped: the **Magic** Military League. Thanks to the tireless efforts of Freddi Scott, a six-year Army veteran who now works in Wizards Events department, the first official **Magic** Military tournament went off without a hitch aboard the Queen Mary. *(See pages 44 through 45 for the full report.)*

And lastly, I'd like to thank two people who pour incredible amounts of time and energy into every issue: Maria Cabardo, art director, and Britt Scott, copy editor and proofreader extraordinaire. Without their hard work, these pages wouldn't be nearly as attractive or easy to read.

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Getting In Under the Wire

Magic, and Its Stars, Invade Hong Kong!

by Terry Melia

Sixteen top-level players, fifteen furious rounds of **Magic**, one champion. The first-ever *Duelist* Invitational took place February 14 through 16 in Hong Kong and featured the Top 16 **Magic** minds in the world. The competition was held in conjunction with the Asia Pacific Championships and the Hong Kong Open. All three tournaments, collectively dubbed the "Tournament of Champions," were staged simultaneously inside the famous Times Square Mall, one of Hong Kong's most prestigious high-rise shopping centers.

"It's so different from where I live in Brisbane," noted Tom Chanpheng of Australia, **Magic**'s reigning World Champion and one of the honored invitees. "Besides the fact that there are high-rise buildings *everywhere*, I find all the people here are more curious. I've noticed that lots of people gather around to watch, lots of women as well. You don't see that too often at Pro Tour events."

After all the smoke had cleared, Olle Råde, Sweden's eighteen-year-old wunderkind, was crowned "King of the Hill." Råde, the 1995-96 Pro Tour Player of the Year, had very modest goals at the start. "I just don't want to end up last," he said after compiling a 4–3 record following the first day of competition. But during the second day, Råde poured it on, going 7–1 and earning a trip to the finals against Mike Long of Virginia. Long, an alternate invitee, produced the best overall record (12–2–1) following the fifteen varied rounds of competition, but stumbled against Råde in two separate meetings. *(For details of the championship match, see "Snake Charmer" on page 6.)*

For his outstanding efforts, Råde earned the right to design his very own **Magic** card with members of Wizards Research & Development team. After winning the title, he hadn't made up his mind on what type of card that would be.

"I think I'm probably the only player here who really hasn't given it that much thought. I really don't know. Sorry," he said. Råde's card will be highlighted in an upcoming issue of *The Duelist*, just as soon as he makes up his mind.

The *Duelist* Invitational, brainchild of *Duelist* Editor-in-Chief Mark Rosewater, pitted **Magic**'s best players head-to-head in several different play environments, testing their individual skill levels, as well as their patience and creativity. Overall, three Limited formats were used ("Limited Trash," "Solomon Draft," and "Booster Backdraft"), along with three Constructed formats ("Classic New York," "Classic Restricted–Highlander" and "Standard"). Each Limited environment featured two rounds of play, while the Constructed formats provided three intense rounds apiece. The fifteen preliminary rounds, using a best two-out-of-three approach, pitted each player against every other player once. Afterwards, the two players sporting the best records (Råde and Long) battled in a three-out-of-five championship finals.

Besides Råde, Long, and Chanpheng, the remaining competitors included: Thomas Andersson (Täby, Sweden); George Baxter (Dallas, Texas); Alexander Blumke (Thônex, Switzerland); Mark Chalice (Claremont, California); Amiel Feldman (Geneva, Switzerland); Scott Johns (Northridge, California); Bertrand Lestrée (Pantin, France); Leon Lindbäck (Stockholm, Sweden); Matt Place (Kansas City, Missouri); Andrea Redi (Cilavena, Italy); Shawn "Hammer" Regnier (Manchester, New Hampshire); Eric Tam (Toronto, Canada); and Brian Weissman (Campbell, California).

"I wouldn't say I was gunning for anyone in particular," Weissman said, when asked which player he most wanted to battle. "I respect all the players' abilities and I was looking forward to the opportunity of playing a lot of the guys who I hadn't played before."

Each **Magic** player put his stellar reputation on the line by participating in the first *Duelist* Invitational. Even though all competitors earned a free trip to Hong Kong by virtue of being one of the sixteen invitees, no player wanted to find his name at the bottom of the standings.

The "sweet sixteen" in Victoria Harbor, Hong Kong.

"My biggest challenge was trying not to lose too many matches," said George Baxter, who wound up in seventh place (8–7). "There are some people who are competing for first place and there are some people who are simply trying not to finish last. I'm one of those people in the latter category."

"I wasn't really worried about it," added Matt Place, who went 6–1 on the first day, but floundered during the second day to finish at 9–6. "I guess there was a lot of worry about making sure you weren't in the bottom four because everybody's gonna see where you finished. But my main goal was just to play my best, to play good **Magic**."

Italy's Andrea Redi, who speaks neither English nor Chinese, had other concerns during his stay. Through an interpreter, John Jordan, who serves as vice president of Wizards International Group, Redi shared some of his worries. "My biggest fear, being someone who doesn't speak English and being in a foreign country, was getting lost in the city, and specifically, at the airport."

Magic, being the universally understood game that it is, served as Redi's best means of communication. In fact, during the first day he posted a 5–1–1 record. Though he slipped during the second day's competition to finish at 8–6–1 (sixth place overall), he was able to enjoy the company of his comrades throughout—especially Mike Long.

"He's quite theatrical," said Redi. "He's very helpful with the language as well. He's aware that there's a language [obstacle], so he's very good at inviting his opponent in to play."

The Tournament of Champions was staged during a momentous time in Hong Kong's history—approximately four months before it is officially returned to the Chinese government after ninety-nine years of British control. The players truly appreciated the opportunity afforded them.

"I didn't know what to expect," said Long. "I had never been outside the United States before, so it's been really, really exciting. And it's beautiful here. I guess we're a part of something that's somewhat of a growing movement here [**Magic**], so it's really a big honor."

When asked for his impressions of Hong Kong, Regnier, who finished eleventh at 6–8–1, said: "It's different, but I expected it to be a lot stranger. I had never really been out of the states before, except for Canada, so I had different visions of Hong Kong. It's very much like home. Of course, the signs are all different, but all the people we spoke to spoke English. It could actually be another city in the United States and nobody would know the difference."

Place's take on the city differed slightly from Regnier's. "A couple of nights ago, Brian [Weissman] and I just went for a walk around town. It was really nice seeing the different culture," said Place. "It was really great knowing that you're halfway across the world. But since I'm about two feet taller than most everyone here, plus I've got red hair, people must have thought I was some sort of clown."

Day 1 Results

Mike Long (6–1)
Matt Place (6–1)
Andrea Redi (5–1–1)
Leon Lindbäck (4–1–2)
Alexander Blumke (4–3)
Olle Råde (4–3)
Shawn "Hammer" Regnier (4–3)
Eric Tam (3–3–1)
George Baxter (3–4)
Bertrand Lestrée (3-4)
Tom Chanpheng (2–4–1)
Scott Johns (2–4–1)
Thomas Andersson (2–5)
Mark Chalice (2–5)
Brian Weissman (2–5)
Amiel Feldman (1–6)

Championship Match

Råde defeated Long, 3–1

Duelist Invitational Final Standings

1.) Olle Råde (11–4)
2.) Mike Long (12–2–1)
3.) Mark Chalice (9–6)
4.) Matt Place (9–6)
5.) Scott Johns (8–6–1)
6.) Andrea Redi (8–6–1)
7.) George Baxter (8–7)
8.) Leon Lindbäck (6–6–3)
9.) Eric Tam (7–7–1)
10.) Tom Chanpheng (7–8)
11.) Shawn "Hammer" Regnier (6–8–1)
12.) Brian Weissman (6–9)
13.) Bertrand Lestrée (6–9)
14.) Alexander Blumke (5–9–1)
15.) Thomas Andersson (5–10)
16.) Amiel Feldman (4–11)

APAC Championships	Prize
CHAMPION:	
Nathan Russell (Australia)	$4,000 US in gold
FINALIST:	
Toshiki Tsukamoto (Japan)	$2,000 US in gold
SEMIFINALISTS:	
Ohashi Ryuji (Japan)	
Tom Chanpheng (Australia)	$1,000 US in gold
QUARTERFINALISTS:	
Rafael Lirag (Philippines)	
Rod Ho (Australia)	
Kim Ju-Neon (Korea)	
Early Nguyen (Australia)	$500 US in gold

Hong Kong Open	Prize
CHAMPION:	
Koichiro Maki (Japan)	Ford Festiva auto, invitation to Pro Tour–Paris
FINALIST:	
Harold Sy (Philippines)	Invitation to Pro Tour–Paris
SEMIFINALISTS:	
Gwang Sing Au (Hong Kong)	
Chi Kuen Alex Chan (Hong Kong)	

Snake Charmer

by Scott McGough

The Best of the Best Go Head-to-Head

Entering the final match of the first annual *Duelist* Invitational, Mike Long of Virginia was the man to beat. Long was determined to prove that he truly deserved to be included among **Magic**'s Sweet 16, as his invitation was a last-minute substitution for Mark Justice, who was unable to attend. After amassing an impressive 12–2–1 record over two days of intense and wildly varied competition, Long had made his point. He was poised to claim the title, the trophy, and the right to design his very own **Magic** card. The only thing that stood between him and victory was Sweden's Olle Råde.

The "Littlest Viking's" 11–4 record was nothing to sneeze at, however, and Råde had the distinction of being the only participant to have derailed Long's victory train during the first thirteen rounds. Råde admitted that the format of the final match (Classic New York) was one that he usually only plays "for fun." But Råde was a Pro Tour Champion (Columbus) and the Tour's 1996 Player of the Year. Long knew this, and with his earlier loss to Råde in mind, he came to the finals sharply dressed, focused, and keenly aware of the challenge before him.

Long's deck, dubbed "The Keeper," was inspired by Elemental Augury, which allows you to frustrate your opponent by reordering the top three cards in his or her library. The Keeper is designed to destroy, delay, or deny anything an opponent tries to put into play. Long's intent was to totally avoid damage until his opponent had no offense left using old standbys such as Strip Mine, Disenchant, and Circle of Protection, and Classic power cards such as Amnesia, Merchant Scroll, and Recall. A healthy roster of dual lands and artifact mana rounded out his deck.

Unfortunately for Long, Råde brought his Snake Basket along. This rare artifact from *Visions* allows you to spend X and sacrifice it to bring X 1/1 snake tokens into play. Snake Basket proved to be too much offense, marshaled too quickly for Long's denial strategy to be effective. The rest of Råde's deck was made up of the Standard Restricted List, Classic power cards, and a handful of Tutors (Mystical and Demonic). Råde put these library manipulators to such good use that a casual observer would have thought there were only a dozen different cards in his deck. With his strong roster of mana-producing artifacts, Snake Basket became a monumental threat. And with his surgically precise use of the Tutors, Råde always had the Basket when he needed it.

The first game set the tone for the match: while Long was loose and chatty, Råde was calm and quiet. After an exhaustively thorough shuffling ritual on both sides, Råde drew no land and called for a Mulligan (Råde's deck only had eight land cards in it to start with, and was nicknamed the "turbo Mulligan" deck by one wry observer). Once the game began, however, the pace increased dramatically. Long played a zero-point Lodestone Bauble as a cantrip and then Library of Alexandria for the option of an additional draw; Råde pulled Black Vise in his initial draw and dropped it.

Low-cost Moxes, Barbed Sextants, Mana Crypts, and Mana Vaults followed as Long took Vise damage and Råde took Crypt damage (from unfavorable coin tosses).

Eighteen minutes into the match, Råde Mystical Tutored for his Demonic Tutor, and then Demonic Tutored for his Snake Basket. With a smile, Long tried to trick Råde into revealing what card he had just Tutored for, but Råde didn't bite. Before the end of the match, Long was assured of never wanting to see that card again. Råde played his Snake Basket, poured ten mana into it, and Long was suddenly faced with the endgame in two turns. He was able to Swords to Plowshares one of the snakes, but the remaining nine swarmed over him and he conceded the first game.

The second game was a replay of the first, except Råde drew Snake Basket in his initial seven. Once he had assembled enough mana artifacts and held off the approach of Long's Mox Monkey (Gorilla Shaman), he dropped the Basket and pulled nine more snakes out of it. Long was able to get Elemental Augury into play, but it came too late to disrupt Råde's offense. Long conceded at the fifteen-minute mark.

At this point, Long said, "A lot of people are watching me. I may as well do something besides lose," and then set about winning. Stung by his own City of Brass and Mana Crypts, Råde's life total dropped down to single digits. He was able to get Black Vise out, and even brought three snakes out of his Basket, but Long was not concerned. Indeed, he was jubilant when the Basket hit the table because he knew it would not be a threat this time around. One 7-point Fireball later, and the match score was two games to one.

The final game ended so quickly that if you blinked you might have missed it: five minutes from start to finish. The extended shuffling of the cards took as long as the game itself. Råde played his Snake Basket on the second turn, and though he tried, Long simply did not have enough counterspells to prevent Råde from loading up the table with mana producers. Six snakes joined in this time, and they all scored three turns in succession before Long, who placed his useless hand face down in front of him and morosely drew cards during his turn, conceded the match.

Though there can only be one champion, each player got what he wanted from this final match. Råde earned the title and added to his growing legend. Long proved beyond all doubt that he is among the best **Magic** players in the world. And, lastly, *The Duelist* was able to present its readers with a truly unique and memorable competition in which every single match was a featured event.

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Matt Place

LIMITED TRASH ROUNDUP

It was the ultimate Limited environment: each of the sixteen invitees was given the exact same set of ninety cards from which to build a deck. There could be no surprises, no hard-to-come-by rares, no unbalancing power cards that your opponents couldn't also use. The only determining factor in this format would be the extraordinarily high skill level of its participants...and the extraordinarily creative sadism of Mark Rosewater.

For this was "Limited Trash," where the players were saddled with cards specially selected and assembled by Wizards R&D department to be mediocre, unspectacular, dismal at best. Virtually none of these cards are ever used in successful tournament-level decks, especially not by any of Magic's sixteen brightest stars. Perversely, such parameters made this format one of the most challenging for our all-stars, and one of the best tests of their mettle.

They Laughed Out Loud

Mike Long

How did the invitees deal with deck construction when forced to use cards they routinely ignore? Mike Long, who went undefeated in this format, smiled and said, "When you're in a moronic environment like this, you need to focus on the power cards and build your deck around them. Three cards screamed at me: Inferno, Prismatic Boon, and Harbinger of the Night. I think you need to make a deck that is solid and consistent across the board: power creatures, control the board...win the game." Long's initial match against Scott Johns was a real nail-biter, but his victory—and his second-round win over Bertrand Lestrée—proved his theory sound.

Matt Place, who also went undefeated in this format, took a slightly different approach. "I looked at the card set and decided that Mark [Rosewater] must have put some good combos in there." Building to his strengths, Place was able to come up with a variation on a Psychic Entity deck that he had previously put to good use, and went on to defeat George Baxter and Olle Råde.

Limited Trash turned out to be challenging and fun, both for the competitors and the staff. In other words, a perfect way to start off our tournament.

—Scott McGough

Limited Trash

BLACK
Basal Thrull
El-Hajjaj
The Fallen
Ghosts of the Damned
Harbinger of Night
Krovikan Elementalist
Rag Man
Ravenous Vampire
Swamp Mosquito
Cloak of Confusion
Demonic Consultation
Greed
Spirit Shackle
Torture
Word of Binding

BLUE
Giant Albatross
Leviathon
Merfolk of the Pearl Trident
Merfolk Raiders
Psionic Entity
Shrieking Drake
Soldevi Heretic
Teferi's Drake
Vodalian Mage
Creature Bond
Flash Counter
Force Void
Jump
Memory Lapse
Twiddle

WHITE
Amrou Kithkin
Civic Guildmage
Hipparion
Ication Infantry
Kelsinko Ranger
Mtenda Herder
Pearled Unicorn
Royal Herbalist
Serra Palladin
Snow Hound
Arenson's Aura
Armor of Faith
Cooperation
Morale
Prismatic Ward
Reprisal

GREEN
Brushwagg
Elvish Spirit Guide
Folk of An-Havva
Freyalise Supplicant
Fyndhorn Brownie
Hungry Mist
Ley Druid
Rabid Wombat
Tarpan
Foxfire
Lure
Mortal Wound
Shrink
Untamed Wilds
Venom

RED
Agent of Stromgald
Dwarven Soldier
Goblin Rock Sled
Gorilla Shaman
Gray Ogre
Hurloon Minotaur
Orcish Conscript
Sisters of the Flame
Varchild's War Riders
Consuming Ferocity
Eternal Warrior
Goblin Grenade
Inferno
Mana Clash
Panic

ARTIFACTS
Horrible Hordes
Mishra's War Machine
Ornithopter
Ashnod's Battle Gear
Jandor's Saddlebags
Lion's Eye Diamond
Mishra's Groundbreaker
Phyrexian Portal

MULTICOLOR
Marsh Goblins
Scarwood Goblins
Altar of Bone
Sealed Fate
Prismatic Boon

DECK ANALYSIS

TOP DECKS

Mike Long

1 Civic Guildmage
1 Dwarven Soldier
1 Force Void
1 Giant Albatross
1 Goblin Rock Sled
1 Gray Ogre
1 Horrible Hordes
1 Hurloon Minotaur
1 Icatian Infantry
1 Inferno
1 Memory Lapse
1 Mishra's Groundbreaker
1 Mishra's War Machine
1 Panic
1 Pearled Unicorn
1 Prismatic Boon
1 Prismatic Ward
1 Psionic Entity
1 Reprisal
1 Serra Paladin
1 Sisters of the Flame
1 Teferi's Drake
6 Island
6 Mountain
5 Plains

Matt Place

1 Altar of the Bone
1 Armor of Faith
1 Civic Guildmage
1 Elvish Spirit Guide
1 Folk of An-Havva
1 Force Void
1 Giant Albatross
1 Hipparion
1 Horrible Hordes
1 Icatian Infantry
1 Memory Lapse
1 Merfolk Raiders
1 Mishra's War Machine
1 Prismatic Boon
1 Mishra's Groundbreaker
1 Mtenda Herder
1 Pearled Unicorn
1 Prismatic Ward
1 Psionic Entity
1 Reprisal
1 Serra Paladin
1 Soldevi Heretic
1 Snow Hound
1 Teferi's Drake
5 Forest
5 Island
6 Plains

MIKE LONG

Mike Long (along with many of the other players) picked out Inferno as the most powerful card from the "Limited Trash" selection. Prismatic Boon formed a perfect (well, as perfect as possible in this format) combination with Inferno, allowing Long to protect all his own creatures while blowing away everything his opponent had. The choice of these spells determined the colors for his deck. Mishra's Groundbreaker also combined well with Inferno: it could kill off all the creatures, then turn a land into a 3/3 creature and attack.

Long could substitute Prismatic Ward for Prismatic Boon in order to protect one creature from Inferno. More importantly, Prismatic Ward formed a very strong combination with Psionic Entity, allowing the Entity to poke for 2 damage a turn without killing itself. The low number of creature-removal spells available made this a serious threat.

The rest of Long's deck was mostly filled with an assortment of creatures, many with useful abilities, and a couple of cantrips.

MATT PLACE

Matt Place designed his deck around Psionic Entity. In addition to Prismatic Ward and Prismatic Boon, either of which could protect the Entity from its own damage, he included Soldevi Heretic, which could keep the Entity from killing itself, and Armor of Faith, which could make the Entity tough enough to survive its own damage. Other less elegant, but still usable, Entity combinations featured Civic Guildmage and Snow Hound, either of which could yank Psionic Entity out of play in response to its activation.

To double his chances of getting Psionic Entity into play, Place used Altar of Bone, a sorcery that allows the player to sacrifice a creature in order to search the library and bring any creature card into the player's hand. This brought his deck to three colors, so he stayed away from the popular Inferno and other red cards. Like Long, Place filled his deck with a variety of creatures, many with useful abilities.

—Beth Moursund

ROUND ONE RESULTS

Blumke defeated Andersson, 2–0
Redi drew with Lindbäck, 1–1–1
Weissman defeated Feldman, 2–0–1
Long defeated Johns, 1–0–1
Råde defeated Chalice, 2–1
Regnier defeated Lestrée, 2–0
Place defeated Baxter, 2–0
Tam defeated Chanpheng, 2–0

ROUND TWO RESULTS

Andersson defeated Feldman, 2–1
Redi defeated Weissman, 2–1
Long defeated Lestrée, 2–0
Place defeated Råde, 2–1
Chanpheng defeated Regnier, 2–1
Johns defeated Tam, 2–0
Lindbäck defeated Blumke, 2–0
Baxter defeated Chalice, 2–0

SOLOMON DRAFT ROUNDUP

Divide, Choose, and Conquer

For **Magic** players, the Solomon Draft does not traditionally involve live infants (as it did for the Biblical king who gave this format its name), but it does make use of one of the most time-honored and reliable methods of splitting something fairly between two people who want it all: one person divides, the other person chooses. Invitational participants paired off, opened one booster each from *Mirage*, *Visions*, and *Legends* (forty-five cards total) and shuffled the cards together. Then one player looked at a batch of eight cards, divided them into two piles (of at least one card), and allowed his opponent to choose a pile. The players alternated choosing and dividing until all cards were gone, all the while keeping track of what they already picked and what their opponent might want. Once all the cards were drafted, the players constructed decks to play against their drafting partners; after one round, they reshuffled their cards together and repeated the drafting process with a new opponent.

The Solomon Draft was unfamiliar to many of the invitees (Mike Long only learned how to do it a week before the tournament); as the drafting process itself was so integral to success, drafting strategies leaned toward the conservative. Eric Tam, who defeated Bertrand Lestrée and "Hammer" Regnier on his way to a 2–0 record for this format, declared: "It's key that you don't 'out think' yourself by trying too hard to manipulate or trick your opponent when creating the piles. This is much more relevant here in Hong Kong, where the competition is of such high caliber."

Olle Råde agreed, adding, "I tried to make the cards as even as possible so that even I couldn't choose which cards I wanted."

Solomon Draft turned out to be one of the most popular formats at the Invitational. Even Andrea Redi (also 2–0 for this format), who all but dismissed Limited as being "a very expensive way to hold a tournament," admitted that he enjoyed this Limited format; all other value judgments aside, he declared it to be "more entertaining," than the others.

—Scott McGough

Italy's Andrea Redi accepts his prize, being awarded by *Duelist* Publisher Wendy Noritake and *Duelist* Editor in Chief Mark Ros[illegible]ter

round 3

andrea redi

1 Armor of Thorns
1 Blood Lust
1 Disenchant
1 Dwarven Vigilantes
1 Energy Bolt
1 Feral Instinct
1 Fire Sprites
1 Firebreathing
5 Forest
1 Giant Mantis
1 Goblin Tinkerer
1 Greater Realm of Preservation
1 Hammerheim
1 Holy Day
2 Immolation
1 Keepers of the Faith
2 Knight of Valor
4 Mountain
5 Plains
1 Raging Gorilla
1 River Boa
1 Suq'Ata Lancer
1 Uktabi Faerie
1 Vigilant Martyr
1 Wall of Caltrops
1 Ward of Lights
1 Wild Elephant

the Sideboard

1 Boomerang
1 Crookshank Kobolds
1 Crypt Rats
1 Dark Privilege
1 Demonic Torment
2 Flash Counter
1 Headless Horseman
1 Kukemssa Serpent
1 Memory Lapse
1 Merfolk Seer
1 Mountain
1 Sewer Rats
1 Shrieking Drake
1 Sky Diamond
1 Song of Blood
1 Squandered Resources
1 Urborg Panther
1 Vampire Bats
1 Vision Charm

eric tam

1 Alarum
1 Azimaet Drake
1 Cloud Elemental
1 Dark Banishing
1 Divine Offering
1 Femeref Knight
1 Foratog
6 Forest
1 Freewind Falcon
1 Funeral Charm
4 Island
1 Kukemssa Serpent
1 Man-o'-War
1 Merfolk Seer
1 Moss Monster
1 Osai Vultures
6 Plains
1 Regeneration
1 Remedy
1 Shaper Guildmage
2 Swamp
1 Teferi's Honor Guard
1 Torsten Von Ursus
2 Warthog
1 Zhalfirin Knight

ROUND THREE RESULTS

Redi defeated Andersson, 2–1
Chalice defeated Place, 2–1
Long defeated Chanpheng, 2–0
Tam defeated Lestrée, 2–0
Weissman defeated Blumke, 2–0
Råde defeated Baxter, 2–1
Feldman defeated Lindbäck, 2–0
Regnier defeated Johns, 2–0

ROUND FOUR RESULTS

Råde defeated Andersson, 2–1
Place defeated Weissman, 2–1
Redi defeated Lestrée, 2–0
Chanpheng defeated Feldman, 2–0
Tam defeated Regnier, 2–1
Johns defeated Blumke, 2–1
Lindbäck defeated Baxter, 2–1
Long defeated Chalice, 2–0

round 4

andrea redi

1 Agility
1 Alabaster Potion
1 Armor of Thorns
1 Blazing Effigy
1 Blood Lust
1 Bull Elephant
1 Crimson Hellkite
1 Disenchant
5 Forest
1 Goblin Elite Infantry
1 Holy Day
1 Immolation
1 Karakas
1 Keeper of Kookus
1 Knight of Valor
6 Mountain
1 Panther Warriors
4 Plains
1 Rampant Growth
1 River Boa
1 Rock Slide
1 Sun Clasp
1 Suq'Ata Lancer
1 Tundra Wolves
1 Wall of Caltrops
1 Wild Elephant
1 Wolverine Pack
1 Vigilant Martyr

the Sideboard

1 Betrayal
1 Crimson Kobolds
1 Crypt Rats
1 Dark Privilege
1 Demonic Torment
1 Emerald Charm
1 Eye of Singularity
1 Flash Counter
1 Karoo
1 Kobolds of Ker Keep
1 Mana Prism
1 Memory Lapse
1 Sands of Time
1 Shrieking Drake
1 Squandered Resources
2 Swamp
1 Tolaria
1 Vampire Bats
1 Vanishing
1 Walking Dead
1 Wall of Wonder

eric tam

1 Cloud Elemental
1 Crypt Rats
1 Dark Banishing
1 Dream Cache
1 Feral Shadow
1 Foratog
6 Forest
5 Island
1 Locust Swarm
1 Kukemssa Serpent
1 Lost Soul
1 Man-o'-War
1 Merfolk Seer
1 Ovinomancer
1 Pacifism
1 Panther Warriors
3 Plains
1 Radiant Essence
1 Regeneration
1 Sapphire Charm
1 Scalebane's Elite
1 Storm Seeker
5 Swamp
1 Tar Pit Warrior
1 Torsten Von Ursus
1 Vampire Bats

Booster Backdraft Roundup

Booster Backdraft

How LOW Can You Go?

The Booster Backdraft format was an exercise in counter-intuition. The players were directed to sit in two groups of eight and pass freshly opened boosters from *The Dark*, *Alliances*, and *Ice Age* around the table (thirty-five cards in all). Instead of choosing the best cards and passing the pack on, however, the Backdraft required players to pick the worst cards. When they were finished, the idea was to have a card pool so meager and disharmonious that no one, not even one of **Magic's** Top 16, could win a game with it. Once the cards were drafted, the players split up into their individual one-on-one matches, exchanged piles, and then tried to come up with a playable deck from the muck they'd been handed.

Strategies for successfully competing in such a backwards format varied wildly: "Hammer" Regnier chose spells that required two different-colored mana to cast; Mark Chalice drafted a huge number of 1/1 creatures with truly weak (or no) special abilities; Matt Place simply picked the "worst card, whether or not it was a creature." It was Alexander Blumke, however, who rode over Chalice and George Baxter in this format, who we turn to for tips on how to draft a whole lotta nothin'.

"Unlike some of the other players, I didn't try to go for the 'creatureless' draft...the creature ratio in **Magic** is simply too high. My goal was to draft no 'breakthrough' cards—in other words, no creature removal, no fliers or landwalkers, no banding or regenerating creatures, no combat surprise spells [like Giant Growth]." Blumke succeeded quite well in his stated goals, ending up with a single 1/1 creature with landwalk and two small creatures with flying, and that's it. He kept the rest of his deck entirely clear of his "to be avoided" list.

Although some players grumbled about how they successfully drafted terrible decks right on up to the last few rotations, and then got stuck with two or three decent creatures that undermined all their work, most enjoyed the challenge. Perhaps Olle Råde summed it up best when he dryly noted, "Drafting [in this format] is more fun than playing with the decks you draft."

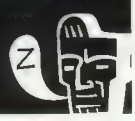
—Scott McGough

George Baxter's Deck (drafted by Alexander Blumke)

2	Bestial Fury	2	Prismatic Ward
1	Circle of Protection: Green	1	Runesword
1	Dance of the Dead	1	Storm Crow
1	Deadly Insect	4	Swamp
1	Elvish Ranger	1	Timberline Ridge
1	False Demise	1	Tor Giant
1	Foresight	1	Whippoorwill
1	Forest		
1	Goblin Hero	the Sideboard	
1	Goblin Snowman		
2	Island	1	Apprentice Wizard
1	Knight of Stromgald	1	Burnout
2	Lava Tubes	1	Circle of Protection: White
1	Library of Lat-Nam	1	Deep Water
1	Martyrdom	1	Earthlink
1	Morale	1	Gift of the Woods
5	Mountain	1	Glacial Crevasses
1	Mountain Goat	1	Marsh Gas
1	Murk Dwellers	1	Thoughtleech
3	Plains	1	Withering Wisps

Mark Chalice's deck (drafted by Bertrand Lestrée)

1	Ashes to Ashes	6	Swamp
1	Barl's Cage	1	Tor Giant
1	Benthic Explorers	1	Viscerid Armor
1	Bounty of the Hunt	1	Whip Vine
1	Elvish Bard	1	Wooly Spider
1	False Demise		
7	Forest	the Sideboard	
1	Fyndhorn Druid	1	Aegis of the Meek
1	Goblin Digging Team	1	Armor of Faith
1	Howl from Beyond	1	Blue Scarab
1	Ice Floe	1	City of Shadows
3	Island	1	Dust to Dust
3	Mountain	1	Kjeldoran Pride
1	Necropolis	2	Noble Steeds
1	Norritt	1	Rally
1	Phyrexian Boon	1	Runesword
1	Portent	1	Sacred Boon
1	Ritual of the Machine	1	Squire
2	Soul Kiss	1	Whiteout

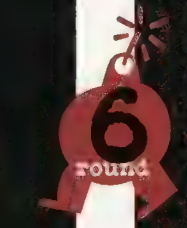


Mark Chalice's deck (drafted by Alexander Blumke)

1 Aesthir Glider	1 Murk Dwellers
2 Bestial Fury	2 Plains
1 Circle of Protection: Green	1 Runesword
1 Circle of Protection: White	1 Storm Crow
1 Dance of the Dead	4 Swamp
1 Deadly Insect	1 Timberline Ridge
1 Elvish Ranger	1 Tor Giant
1 False Demise	1 Whippoorwill
1 Foresight	
3 Forest	
1 Gift of the Woods	
1 Goblin Hero	
1 Goblin Snowman	
3 Island	
1 Knight of Stromgald	
1 Lava Tubes	
1 Library of Lat-Nam	
1 Marsh Gas	
4 Mountain	
1 Mountain Goat	

the sideboard

1 Apprentice Wizard	
1 Burnout	
1 Deep Water	
1 Earthlink	
1 Glacial Crevasses	
1 Martyrdom	
1 Morale	
2 Prismatic Ward	
1 Thoughtleech	
1 Withering Wisps	



Brian Weissman's deck (drafted by Bertrand Lestrée)

1 Ashes to Ashes	2 Soul Kiss
1 Barl's Cage	7 Swamp
1 Benthic Explorers	1 Tor Giant
1 Bounty of the Hunt	1 Viscerid Armor
1 Elvish Bard	1 Whip Vine
1 False Demise	1 Wooly Spider
6 Forest	
1 Fyndhorn Druid	
1 Errantry	
1 Goblin Digging Team	
1 Howl from Beyond	
1 Ice Floe	
3 Island	
3 Mountain	
1 Necropolis	
1 Norritt	
1 Phyrexian Boon	
1 Portent	
1 Ritual of the Machine	
1 Runesword	

the sideboard

1 Aegis of the Meek	
1 Armor of Faith	
1 Blue Scarab	
1 City of Shadows	
1 Dust to Dust	
1 Kjeldoran Pride	
2 Noble Steeds	
1 Rally	
1 Sacred Boon	
1 Squire	
1 Whiteout	

DECK ANALYSIS: BERTRAND LESTRÉE

Bertrand Lestrée managed to draft only ten non-Wall creatures, distributed fairly evenly over all five colors, with an average casting cost of just over three mana. None of these creatures had any evasion abilities; in fact, the only particularly threatening ability among them was Elvish Bard's built-in Lure effect. This left Lestrée's opponents fairly crippled offensively. He did, however, draft several creature boosters, including Howl from Beyond, potentially a game-winning spell in combination with Elvish Bard. He also got stuck with several nice anti-creature cards, but all of them except Ice Floe were also expensive to use.

DECK ANALYSIS: ALEXANDER BLUMKE

Alexander Blumke didn't do quite as well as Lestrée in drafting a bad creature assortment. He ended up with twelve non-Wall creatures in four colors, with an average cost of just under three mana, including two creatures with flying and one with mountainwalk. However, he managed to completely avoid drafting any form of creature removal, and almost entirely avoided creature-boosting effects. His only "surprise" combat effect was Morale, which was far less dangerous than Lestrée's Bounty of the Hunt and Howl from Beyond. Blumke did get stuck with two Circles of Protection...but, as he put it, "I was quite confident there was nothing that could kill me in my deck."

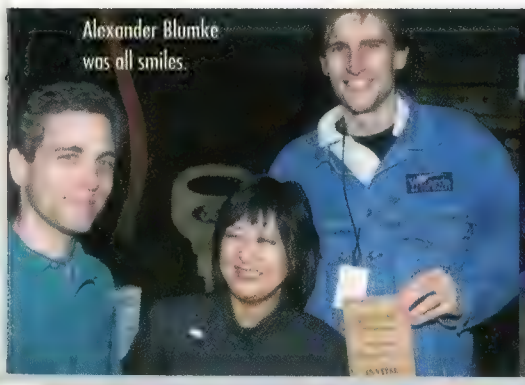
—Beth Moursund

ROUND FIVE RESULTS

Blumke defeated Baxter, 2–0
Lindbäck drew with Tam, 1–1–1
Chanpheng drew with Johns, 1–1–1
Lestrée defeated Chalice, 2–1
Long defeated Weissman, 2–1
Redi defeated Råde, 2–1
Place defeated Feldman, 2–1
Regnier defeated Andersson, 2–1

ROUND SIX RESULTS

Andersson defeated Johns, 2–0
Place defeated Regnier, 2–1
Råde defeated Long, 2–0
Lestrée defeated Weissman, 2–1
Redi defeated Feldman, 2–0
Lindbäck defeated Chanpheng, 2–0
Baxter defeated Tam, 2–1
Blumke defeated Chalice, 2–0


Alexander Blumke was all smiles.

CLASSIC - New York ROUNDUP

Chalice Takes Top Honors

Deja Vu, All Over Again

The Classic–New York format provided a throwback, of sorts, for many of the skilled competitors. Reminiscent of the very first Pro Tour event (New York City, February 17–18, 1996), all decks were required to hold at least four cards—in either the player's main deck or sideboard—from each of the following sets: *Unlimited Edition* (the second-ever edition of **Magic: The Gathering**), *Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Alliances, Mirage*, and *Visions*.

Nobody adapted to the New York-type environment quite like Claremont, California's Mark Chalice. Chalice, who finished 56th out of 239 Master-division participants back at the original NYC tournament, blazed a trail this time around going undefeated through the three rounds of Classic play. In order, Chalice bested Brian Weissman (2–0), Tom Chanpheng (2–0), and Leon Lindbäck (2–0). When it came to shining Big Apple-style, Chalice stood alone.

—Terry Mella

Chalice's Winning Strategy

For the Classic event, Mark Chalice built a wickedly fast, three-pronged deck, strong enough to hold its own even against pure Classic decks without the expansion requirements. First of all, the deck contained four Black Vises along with all three of the restricted card-drawing effects (Ancestral Recall, Timetwister, and Wheel of Fortune). Chalice also included direct damage with eight Bolt-type spells and two Psionic Blasts. A small core of undercosted creatures backed up his direct-damage effects, along with a couple of Gorilla Shamans to kill off opponents' Moxes. Finally, Merchant Scroll and Mystical Tutors gave him extra chances to draw the blue restricted spells, Psionic Blasts, or Mana Drains. The deck contained essentially no defense; the only semi-defensive spells were two Mana Drains and Mirror Universe, and those are more of a "turn the opponent's strength against himself" attack. For Classic decks, a liberal supply of Moxes, multilands, and a Black Lotus almost go without saying; Chalice's deck was no exception.

—Beth Moursund

Mark Chalice's Deck

1	Ancestral Recall
1	Black Lotus
4	Black Vise
1	Chain Lightning
1	City of Brass
1	Eron the Relentless
2	Gorilla Shaman
3	Incinerate
3	Island
3	Kird Ape
1	Library of Alexandria
4	Lightning Bolt
2	Mana Drain
1	Merchant Scroll
1	Mirror Universe
1	Mox Emerald
1	Mox Ruby
1	Mox Sapphire
2	Mystical Tutor
2	Psionic Blast
1	Regrowth
2	Serendib Efreet
1	Sol Ring
4	Strip Mine
4	Taiga
1	Time Walk
1	Timetwister
1	Tropical Island
2	Undiscovered Paradise
3	Viashino Sandstalker
4	Volcanic Island
1	Wheel of Fortune

the Sideboard

3	Blood Moon
1	Diminishing Returns
1	Ghost Ship
2	Orgg
1	Primitive Justice
2	Seasinger
2	Serrated Arrows
2	Tranquil Domain
1	Zuran Orb

ROUND SEVEN RESULTS

Lindbäck defeated Andersson, 2–0
Place defeated Johns, 2–1
Regnier defeated Redi, 2–1
Long defeated Feldman, 2–0
Lestrée defeated Råde, 2–1
Chalice defeated Weissman, 2–0
Baxter defeated Chanpheng, 2–0
Blumke defeated Tam, 2–0

ROUND EIGHT RESULTS

Andersson defeated Tam, 2–0
Place defeated Blumke, 2–1
Baxter defeated Redi, 2–0
Long drew with Lindbäck, 1–1–1
Johns defeated Lestrée, 2–1
Weissman defeated Regnier, 2–0
Råde defeated Feldman, 2–0
Chalice defeated Chanpheng, 2–0

ROUND NINE RESULTS

Andersson defeated Weissman, 2–0
Blumke drew with Regnier, 1–1–1
Long defeated Redi, 2–0
Chanpheng defeated Råde, 2–1
Tam defeated Feldman, 2–1
Lestrée defeated Place, 2–0
Johns defeated Baxter, 2–0
Chalice defeated Lindbäck, 2–0

DUELIST Invitational

One Memorable Ride

Contest Winner J Jurgens Describes His Hong Kong Odyssey

In February, *The Duelist* brought sixteen of the best **Magic** players in the world to Hong Kong to battle in a sort of "best-of-the-best" tournament. They also brought the 2,759th best player in the world (my DCI ranking) for the ride.

The road to Hong Kong was anything but easy. After receiving news from *Duelist* staffers that I was the lucky winner of their write-in contest, I had only one month to get my passport. And it wasn't until the weekend before my trip that I actually got my birth certificate in hand. That gave me four whole days to get a passport that normally takes two weeks to secure. I was convinced that it couldn't be done and that the trip was doomed.

Jurgens tackles the Open.

Laura Sisson, a friend of mine who I brought along to Hong Kong, accompanied me on a ten-hour drive from Sioux City, Iowa, to Chicago on the Friday morning before the trip. We hung out in downtown Chicago for nearly five hours while our passports were processed, then drove back to Sioux City that night. That's right—another ten-hour drive back! It ended up being a twenty-five–hour road trip, twenty hours of which were spent driving.

On Thursday, February 13, our first day in Hong Kong, *The Duelist* had arranged for a tour of Hong Kong for the *Duelist* Invitational participants, Laura, and yours truly. The tour wasn't all that impressive, mainly bank buildings and malls, but the cool part was spending the day alongside the top Magic players in the world. I took every opportunity to eavesdrop on their conversations regarding strategy and previous tournament performances. It provided a fascinating look inside the top minds in the sport.

Richard Garfield, Jurgens, and Peter Adkison

On Friday, the Limited portion of the Duelist Invitational took place in the lower level of the Kowloon Hotel. Participants in the first event constructed decks from the same set of cards. I had expected little variation in card selection, but was surprised at the variety of decks I saw. I guess even the pros have differing opinions on strengths of different cards.

The Booster Backdraft rounds were the ones I was most interested in watching. Unfortunately, I was out in the main room playing pick-up games with some of the APAC competitors and missed the actual drafting. I was cracking up listening to Scott Johns complain about the deck Eric Tam had drafted; it contained only six creatures, two of which were Swamp Mosquito (quite an accomplishment).

Day 2 of the *Duelist* Invitational was difficult to view at the Times Square Mall because it was packed with curious onlookers. I also had my mind on the Hong Kong Open, which was going on right next door. This was my first shot at competing in a major tournament. I was playing a Nicol Bolas/Shallow Grave deck which belonged to a friend, Bob Carlson. Since Bob had been smacking me around with it while I was playtesting decks I wanted to use, I decided to borrow it.

The first qualifying flight (there were three total) was a real disappointment. I was able to get the combo out early in my first match and win rather easily, but in the second round, I lost to a red-green deck that I believe wound up in the Final 8. My third match was a heartbreaker. We split the first two duels and were both at 1 life in the third when I Shallow Graved Nicol Bolas. My opponent responded with Nevinyrral's Disk and flipped a coin for his Frenetic Efreet. He won the flip—the fourth straight flip he'd won—and the Efreet phased out. Had the Efreet been destroyed, I would've won with Insidious Bookworm on my next turn. My big chance was lost on a coin flip.

Sunday, the final day of the competition, provided me with plenty of free time. First I played a game of **Netrunner** with Richard Garfield, then I watched the *Duelist* Invitational finals. I got a card signed by all sixteen players, then tried to get in a pickup game with them. I ended up heading back to the hotel a bit disappointed that I hadn't gotten to play any of the top players. Later, while I was in the room of the Australian national team gearing up for a game of **RoboRally**, some of the invitational players came in looking for players to play some Booster Draft. I jumped at the chance!

It was nearly 2 A.M. by the time the drafting was done, but I was giddy at the thought of playing the pros. I lost to *Duelist* editor Mark Rosewater first, then fell to Switzerland's Alexander Blumke. Blumke showed me what was wrong with my deck. I altered it to meet his suggestions, then played California's Brian Weissman. I won. That alone made the trip worthwhile. Next I played Italy's Andrea Redi and narrowly lost. I went to bed shortly after losing to Redi. Though the others were still dueling, I was totally exhausted.

Despite my quick exit from the Hong Kong Open, I consider this to be the highlight of my **Magic** career. I learned a great deal from it; enough, in fact, that four days after returning home I won my first sanctioned tournament. Hong Kong may yet turn out to be the turning point of my career.

CLASSIC-RESTRICTED Highlander ROUNDUP

One Singular Sensation

The name of this format comes from the movie and television series whose catch phrase is "There can be only one." Formerly known as "Type 1.5," Classic Restricted means that all cards on either the DCI's Classic or Standard Banned Lists are banned in this environment; "Highlander" also adds the proviso that all non-banned cards (other than basic land) are further restricted to one per deck...so, our Invitational players were only allowed to play with a single copy of any given card from the Classic-Restricted pool. The Highlander format is not DCI-sanctioned, but it is, in the words of DCI Director Jason Carl, "fun to play."

Olle Råde and Mike Long both went undefeated in this format.

—Scott McGough

The one and Olle.

Classic-Restricted Highlander Decklists

Mike Long

1	Amnesia		
1	Autumn Willow	1	Man-o'-War
1	Binding Grasp	1	Mana Drain
1	Birds of Paradise	1	Memory Lapse
1	Browse	1	Mind Harness
1	Concordant Crossroads	1	Mystic Tutor
1	Control Magic	1	Nettletooth Djinn
1	Counterspell	1	Power Sink
1	Creeping Mold	1	Pyroblast
1	Crumble	1	Psionic Blast
1	Deadly Insect	1	Quirion Elves
1	Desertion	1	Rainbow Efreet
1	Dissipate	1	Red Elemental Blast
1	Drop of Honey	1	Scavenger Folk
1	Elven Cache	1	Seeds of Innocence
1	Emerald Charm	1	Serendib Efreet
1	Erhnam Djinn	1	Serene Heart
1	Force of Will	1	Stampeding Wildebeests
1	Foreshadow	1	Steal Artifact
1	Frenetic Efreet	1	Stormbind
1	Fyndhorn Elves	1	Tranquil Domain
1	Ice Storm	1	Tranquility
1	Jester's Cap	1	Uktabi Orangutan
1	Jolrael's Centaur	1	Wand of Denial
1	Jungle Wurm	1	Zur's Weirding
1	Llanowar Elves		

Olle Råde

1	Abyss, The	1	Pacifism
1	Autumn Willow	1	Pillage
1	Browse	1	Power Sink
5	City of Brass	1	Primitive Justice
1	Counterspell	1	Sky Diamond
1	Creeping Mold	1	Sylvan Library
1	Dark Banishing	1	Swords to Plowshares
1	Deadly Insect	1	Terror
1	Desertion	1	Thawing Glaciers
1	Disenchant	1	Vampiric Tutor
1	Disintegrate	1	Wrath of God
1	Dissipate	10	"dual lands"
1	Exile	5	*Mirage* "fetch lands"
1	Fellwar Stone		
1	Fire Diamond		
1	Fireball		
1	Force of Will		
1	Icy Manipulator		
1	Incinerate		
5	Island		
1	Jayemdae Tome		
1	Jester's Cap		
1	Kaervek's Torch		
1	Kjeldoran Outpost		
1	Lightning Bolt		
1	Mana Drain		
1	Marble Diamond		
1	Mishra's Factory		
1	Moss Diamond		

the sideboard

1	Blue Elemental Blast
1	Builder's Bane
1	Burnout
1	Circle of Protection: Green
1	Circle of Protection: Red
1	Deflection
1	Divine Offering
1	Earthquake
1	Hammer of Bogardan
1	Hydroblast
1	Political Trickery
1	Pyroblast
1	Red Elemental Blast
1	Sands of Time

DECK ANALYSIS: MIKE LONG

Mike Long took an interesting approach to the Highlander event by building a blue-green (with a touch of red) permission/control/creature deck. The blue-green combination is seldom seen in tournament play, but Long did extremely well with it. His deck began with a core of nine assorted counterspells backed by fifteen or so (depending on how you count them) cards to control or remove various types of permanents. These cards included Drop of Honey for repeat creature destruction, creature-control enchantments, Steal Artifact, and also Stormbind, which could serve either as creature destruction or to finish off his opponent. Then came the card-manipulation effects: Amnesia, [Disrupting Scepter], Foreshadow, and Wand of Denial for his opponents, Browse, Elven Cache, and Mystic Tutor for himself, and Zur's Weirding to top the whole thing off. His creatures, for the most part, were chosen with Drop of Honey in mind: three green untargetables and a few 4- or 5-power biggies. However, he also included a full slate of Elves and Birds of Paradise as mana sources, and Scavenger Folk and Uktabi Orangutan for artifact destruction.

DECK ANALYSIS: OLLE RADE

At first glance, Olle Råde's Highlander deck looked like a "kitchen sink" deck, featuring a variety of spells in all five colors. On a closer look, however, we see a method to the madness. Råde's deck contained almost no creatures: two untargetables, plus Mishra's Factory and Kjeldoran Outpost. It did, however, have several creature-destruction cards, including the dreaded The Abyss, along with Pacifism and Icy Manipulator, both of which could keep a creature out of action. Råde also included half a dozen counterspells and some artifact destruction. Finally, he had five direct-damage spells: Lightning Bolt and Incinerate, which were most useful as additional creature destruction, and three X spells, any of which could serve as a game-finisher. Browse, Jayemdae Tome, Sylvan Library, and Vampiric Tutor all increased his chances of drawing his key cards. Thawing Glaciers and the *Mirage* "fetch lands" helped Råde by thinning his deck, and the cards' shuffling effects combined extremely well with Sylvan Library.

—Beth Moursund

THERE CAN BE ONLY ONE

ROUND TEN RESULTS

Lestrée defeated Andersson, 2–1
Long defeated Place, 2–1
Chalice defeated Redi, 2–0
Weissman defeated Chanpheng, 2–1
Råde defeated Tam, 2–0
Feldman defeated Blumke, 2–1
Baxter defeated Regnier, 2–0
Johns defeated Lindbäck, 2–0

ROUND ELEVEN RESULTS

Long defeated Andersson, 2–1
Place defeated Redi, 2–0
Chanpheng defeated Lestrée, 2–0
Tam defeated Weissman, 2–1
Råde defeated Blumke, 2–1
Regnier defeated Lindbäck, 2–1
Baxter defeated Feldman, 2–0
Chalice defeated Johns, 2–0

ROUND TWELVE RESULTS

Chanpheng defeated Andersson, 2–1
Lindbäck defeated Lestrée, 2–0
Redi defeated Blumke, 2–1
Tam defeated Place, 2–1
Johns defeated Weissman, 2–0
Råde defeated Regnier, 2–0
Feldman defeated Chalice, 2–1
Long defeated Baxter, 2–1

Råde and Chalice Lead the Troops

The following **Magic** sets were used in the Duelist Invitational's Standard format: *Fourth Edition*, *Chronicles*, *Alliances*, *Mirage*, and *Visions*. The big reminder: This tournament was played prior to *Visions* becoming Standard legal. With those rules in mind, all sixteen players went to battle.

Olle Råde, who turned in a phenomenal 7–1 record during day 2, picked up three crucial victories in Rounds 13, 14, and 15 during the Standard competition to place himself in the finals. In order, Råde outdueled Brian Weissman (2–1), Leon Lindbäck (2–1), and Scott Johns (2–1). At the same time, Mark Chalice—who finished 9–6 overall—was busy defeating Eric Tam (2–1), Shawn "Hammer" Regnier (2–0), and Thomas Andersson (2–1). Andersson, who went 2–1 during the Standard rounds, earned special acclaim by virtue of his unusual deck. *(Read Beth Moursund's deck analysis below for the details.)*

Olle Råde

1	Armageddon	1	Pillage
4	City of Brass	5	Plains
4	Disenchant	4	Serra Angel
2	Earthquake	4	Swords to Plowshares
4	Erhnam Djinn	3	Sylvan Library
1	Fellwar Stone	4	Thawing Glaciers
1	Fire Diamond	1	Wildfire Emissary
3	Fireball		
3	Forest	the	
1	Hammer of Bogardan	1	Armageddon
2	Lightning Bolt	2	Divine Offering
1	Marble Diamond	2	Exile
4	Mishra's Factory	2	Karma
1	Moss Diamond	1	Primitive Justice
5	Mountain	4	Red Elemental Blast
2	Nettletooth Djinn	1	Wrath of God

STANDARD: Olle Råde

Olle Råde's Standard deck was designed to bludgeon his opponent to death with large creatures. Four Serra Angels, four Erhnam Djinns, two Nettletooth Djinns, and Wildfire Emissary provided plenty of pounding power. To clear away any opposing creatures that might interfere with this goal, he included Swords to Plowshares, Earthquakes, and Fireballs, along with a couple of Lightning Bolts and one Hammer of Bogardan. The direct damage could, of course, also be used on his opponent when not needed for creature control. So far, this sounds a lot like a combination "Erhnageddon"/"Erhnam-and-Burn 'Em" deck; however, Råde included only one Armageddon rather than the four you normally see in an Erhnageddon deck.

—Beth Moursund

Mark Chalice

4	Elvish Archer	4	River Boa
4	Erhnam Djinn	2	Undiscovered Paradise
2	Fireball	4	Yavimaya Ants
9	Forest		
4	Ghazbán Ogre	the sideboard	
4	Giant Growth	2	City of Solitude
1	Hammer of Bogardan	2	Dwarven Miner
3	Incinerate	3	Red Elemental Blast
4	Lightning Bolt	2	Tranquil Domain
4	Llanowar Elves	2	Whirling Dervish
4	Mishra's Factory	3	Wildfire Emissary
7	Mountain		

STANDARD: Mark Chalice

Mark Chalice's deck was simple but contained a couple of surprising twists. Twenty-four assorted green creatures (along with four Mishra's Factories) and four Giant Growths provided enough of a swarm to out-creature even many "weenie" or "Sligh" decks. Chalice's creatures were backed up by direct damage: four Lightning Bolts, three Incinerates, and a couple of Fireballs, along with Hammer of Bogardan in case of long duels. One of his creature choices, though, was nontraditional: when's the last time you saw Ghazbán Ogres in a tournament deck? Usually tossed into

the "trash cards" pile, the fickle Ghazbáns work very well in a deck designed to deal damage quickly. Another surprise lurked in Chalice's sideboard: City of Solitude. The City's restrictions barely interfered with any of Chalice's cards; they kept his River Boas and Yavimaya Ants from regenerating/pumping on his opponent's turn, and restricted his Bolts, Giant Growths, and Factories to offensive use only. But that's not all...City of Solitude crippled many other strategies, especially "permission" decks.

—Beth Moursund

Thomas Andersson

1	Colossus of Sardia	1	Soldevi Digger
4	Counterspell	2	Teferi's Realm
4	Enlightened Tutor	2	Wrath of God
4	Force of Will		
2	Impulse		
14	Island	**the Sideboard**	
1	Kismet	4	Air Elemental
4	Mana Vault	3	Blue Elemental Blast
1	Marble Diamond	1	Circle of Protection: Red
8	Plains	3	Disenchant
3	Power Sink	1	Ghost Ship
2	Recall	1	Hurkul's Recall
4	Sands of Time	1	Mahamoti Djinn
3	Sky Diamond	1	Serra Angel

STANDARD: Thomas Andersson

The most unusual deck of the tournament had to be Thomas Andersson's Standard combination. His deck contained Sands of Time (which had not yet been "errataed") and Kismet to create a Stasis-type lock. Sands of Time, in effect, shut itself off during the mass toggle, allowing him a normal untap while his opponent only got the toggle; two Sands of Time completely shut down his opponent while leaving Andersson virtually unaffected. As if that wasn't bad enough, Andersson added Teferi's Realm to the mix. Because of Sands of Time, any of his opponent's cards that phased out never returned to play, while Andersson's would return as usual. Before sideboarding, Andersson had only one card that could deal damage, and it was a card no one expected: Colossus of Sardia. (Sands of Time gave the added benefit of untapping the Colossus for free.) The rest of his deck was devoted to surviving until he could get the lock and the Colossus into play.

Thomas Andersson.

Eleven assorted counterspells formed the core of this defense, along with a couple Wrath of Gods. Four Enlightened Tutors and two Impulses allowed Andersson to dig for Sands of Time or Colossus of Sardia. Mana Vaults and Diamonds helped provide mana to get them into play quickly. Recall and Soldevi Digger allowed him to retrieve any key cards that his opponent managed to dispose. After the first game against this deck, most of Andersson's opponents would remove their anti-creature spells and bring in anti-artifact spells and "Turbo/Stasis" defenses. In expectation of that, Andersson included seven large creatures in his sideboard; this allowed him to transform his deck to a more standard permission/big creature deck, catching his opponents off guard.

—Beth Moursund

ROUND THIRTEEN RESULTS

Andersson defeated Baxter, 2–0
Lindbäck defeated Place, 2–0
Johns defeated Redi, 2–0
Feldman defeated Lestrée, 2–0
Råde defeated Weissman, 2–1
Blumke defeated Chanpheng, 2–0
Long defeated Regnier, 2–0
Chalice defeated Tam, 2–1

ROUND FOURTEEN RESULTS

Andersson defeated Place, 2–0
Chanpheng defeated Redi, 2–0
Tam defeated Long, 2–1
Baxter defeated Weissman, 2–0
Råde defeated Lindbäck, 2–1
Lestrée defeated Blumke, 2–0
Chalice defeated Regnier, 2–0
Johns defeated Feldman, 2–0

ROUND FIFTEEN RESULTS

Chalice defeated Andersson, 2–1
Place defeated Chanpheng, 2–0
Redi defeated Tam, 2–0
Weissman defeated Lindbäck, 2–1
Baxter defeated Lestrée, 2–0
Long defeated Blumke, 2–1
Feldman defeated Regnier, 2–0
Johns defeated Råde, 2–0

Queen Mary Stays Afloat

by Terry Melia

Despite leading Finland's Tommi Hovi two games to one in the Master-division finals at Pro Tour–Los Angeles, Virginia's David Mills suddenly found himself disqualified in the fourth game (thus forfeiting the match) for earning a second warning for the same minor rules infraction. Thunderstruck, Mills picked up his cards and walked off stage. Moments later, he fully realized what had just happened.

"The first thing I thought was I just lost the game," Mills said afterwards. "Then I was amazed to find out I had lost the match. Then, I was completely floored to find out I was in danger of losing the entire tournament [and forfeiting his prize winnings]."

The match in question took place on Sunday evening, March 2. Luckily for Mills, Wizards Tournament Manager Andrew Finch—after conferring with members of the tournament team—decided that although Mills should be disqualified and lose the match, leniency would be shown and Mills's second-place finish would be upheld. Not only did he get to take home the finalist's trophy, but also the $16,000 in prize money.

"If it was that wrong what I did, then have me lose that game," said Mills. "It wasn't like I was cheating. Let me lose that game and play the next one. I think it's amazing to make me lose the match."

For the record, Mills played cards before tapping his mana during the course of the championship match. This style of play does not follow the proper spell-casting sequence defined in the **Magic: The Gathering** rulebook or the DCI floor rules. His failure to correct his playing style, despite receiving multiple cautions and two official warnings, left the judges no choice but to penalize him. The judges concluded that the infraction did not warrant full tournament disqualification, as it was not disruptive to the overall event.

Finch, during the ensuing awards presentation, said the following to the curious crowd: "This is not the closing ceremony I had planned. The decision we reached will be with us for a very long time and will set a precedent for how tournaments everywhere are run.

"What we had here was a player [Mills] who made a move that the judges felt was unacceptable. The player was warned. Our warning system is set up so that we assume the player is making a mistake, and we warn them. David Mills was warned for laying out a spell without tapping his mana [first]. The judges felt, at this level of play, that was unacceptable. They warned him about it. In the same match he made the same mistake and received his second warning. The result for a second warning is automatic ejection from the tournament.

"We felt, however, that this outcome would be most detrimental to the Pro Tour, so we've decided that the penalty in this case will be loss of match. Therefore, David Mills will take second place in the tournament as opposed to being ejected and losing all rights as a second-place finisher. This does not mean we are going to lessen the way things are handled in the future; it just means that, as judges, we reserve the right to evaluate the situation and its impact on the tournament."

Finch's decision drew applause from the majority of players in attendance. *(For a broader sampling of players' reactions to the ruling, see "When the Decks Ran Red" starting on page 30.)*

Hovi, the beneficiary of Mills's miscue, conveyed a very unselfish inter-

SAY WHAT? Tournament Director Andrew Finch, second from right, explains the finer points of **Magic** play to David Mills, who was disqualified for not tapping his mana before playing his cards.

pretation of the events. "I think it would have been much more fair if he had just lost the game," said the seventeen-year-old student from Kaarina. "In Finland, people generally don't get warnings for that. Many times I've seen people play the card first, then tap their mana. And never have I seen someone get ejected from a tournament. Most of the warnings I've seen are for incorrect decklists."

Perhaps to show his support (and empathy), Hovi mentioned that he'd be awarding $3,000 of his $26,000 first-place prize money to Mills. When asked if that was his idea, Hovi said: "Mike Long [a friend of Mills] came up with it because if I had lost, I would've only gotten $16,000 and I wouldn't have been too sad about it. But now that I've won, I can afford to split some of the prize money."

Controversy Surrounds Final Round at Pro Tour–L.A.

Twisted logic aside, Hovi's performance throughout the Rochester Draft tournament was inspiring. Seeded sixth heading into the quarterfinals, his green-red deck (which contained nineteen lands and fourteen creatures) made quick work of California's Brian Weissman (2–0), before outlasting Alan Comer, another California resident, in a 3–2 nailbiter. His victory by disqualification in the finals makes him the seventh player in seven tournaments (and the fifth foreigner) to win a Master title since the Pro Tour's inception. *(For details on Hovi and Mills, see their respective profiles on pages 22 and 23.)*

Overall, despite the final-round fireworks, Pro Tour–L.A., the third stop on Wizards 1996-97 schedule, was one of the best-attended **Magic** competitions ever. The Master division sported a total of 236 players (representing nineteen different countries), while the Junior level boasted 124 competitors. *(For Juniors coverage, see pages 32 through 36.)* In addition, for the first time ever, Wizards sponsored a **Magic** Military tournament, which attracted players from all four branches of the United States Armed Forces. *(For details on the military action, turn to page 42.)*

The next stop on the **Magic** Pro Tour will be in Rye Brook, New York, from May 30 to June 1. The format will be Booster Draft, featuring *Mirage* and *Visions*. Once again, $150,000 in prize money will be at stake for Master competitors, along with $30,000 in Junior scholarships. Results from Pro Tour–Paris (April 11 to 13) were not available at press time, but will be featured in the *Duelist Sideboard* #7.

Sweet REDEMPTION

Prior to Los Angeles, Tommi Hovi's last Pro Tour event (Dallas) wasn't quite what he expected: 230th place out of 242 players. "I dropped out," he said. "It wasn't a good tournament for me."

Hovi, one of the creators of the infamous "Turbo/Stasis" deck and a Top 8 finisher at the '96 World Championships, wasn't used to such lousy finishes. Pro Tour–Los Angeles, however, proved sweet redemption as he finished on top following the disqualification of his final-round opponent, David Mills.

Hovi, a seventeen-year-old student from Kaarina, Finland, has been playing **Magic** since the summer of '94, after his brother first introduced him to the game. "I thought the game was cool, but when I heard someone had bought three cards for $40, I thought the guy was nuts."

A participant in two previous Pro Tour events (Atlanta and Dallas), Hovi set his sights on a Top 64 finish at Los Angeles. "I had played in only three Rochester Drafts before Pro Tour–Los Angeles, but I still felt I had a chance." His bid was almost derailed on the first day of the competition when he lost a match late during the Swiss pairings. "I was very upset after that game. I thought I had no chance to make it into the Top 64 after that."

The first day of the tournament saw the emergence of a particular strategy that helped Hovi throughout the weekend. "After the first day of drafting, I realized I could have gotten very good green cards in the first draft, so I started to draft green. It was the best decision I made in the tournament."

This decision not only helped him finish in the Top 64 after the first day, but also in the Top 8 following the second day.

"During the finals draft, I was going for green and red, and I thought everyone else knew it. There were three people to the right of me drafting black and red, so I got some pretty good green cards passed from them. I didn't draft defensively."

During the quarterfinals on Sunday, Brian Weissman of Palo Alto, California, found himself mana screwed early in his first game against Hovi. In the second game, Weissman was able to get the lands he needed, but Village Elder backing Hovi's Bull Elephant was all the Finn needed to lock down the second and deciding game.

The semifinals matched Hovi against [illegible] of San Diego. "The first game he got a very [illegible]

ing me badly until I managed to get my Bull Elephant out," recalled Hovi. "He played Delirium and attacked, bringing me to 1 life. I dropped another creature and was able to draw three creatures in a row, hitting him hard in the process. I was going to kill him my next turn but he decided to cast something during his turn. I got frustrated because I thought he was going to 'Undo' my creatures, attack, and win. Instead, he cast Inspiration and conceded."

Comer only managed to bring out three lands during the second duel while Hovi managed River Boa on turn 2, Jungle Troll on turn 3, and Bull Elephant on turn 4. Comer was dead in six turns. Comer came back in the third and fourth games, but the fifth game went to Hovi after Comer fell victim to mana screw.

In the best-of-five championship finals, Hovi faced Mills. After splitting the first two games, Mills earned victory in the third game. And although he was trailing in Game 4, Hovi was suddenly declared the winner after Mills received his second warning and was disqualified for playing a spell before tapping his mana.

As for the judge's decision, Hovi said: "I didn't mind him playing the card before tapping mana, but the judges told us before the finals that we would have to play very clearly and they also warned him about that. Kicking him out of the tournament [where Mills would have forfeited his prize winnings and future Pro Tour berths] would have been too much of a punishment. Even losing the whole match was too much, I think. But I'm happy I won."

One Too Many Bad Habits

After a year of trying to qualify for the Pro Tour, David Mills had finally made it to Pro Tour–Los Angeles—and he was going to make the most of it. "My goal was to make the Top 16," he said. The twenty-three-year-old speed-reading and memory instructor from Charlottesville, Virginia, succeeded in his goal by defeating Steven O'Mahoney-Schwartz of New York in his last match on the second day.

Mills attributed his drafting success to fellow "Tongo Nation" comrades Justin Schneider, Mike Long, Chris Bishop, Dominic Crapuchettes, Don Gallitz, and Jonathan Becker. They managed to draft together twelve times before the Los Angeles event began.

After qualifying for Sunday's Round of 8, Mills switched his drafting strategy to one geared more toward beating his quarterfinal opponent, Truc Bui.

"He was sitting in a bad place during the draft [left of Alan Comer and John Yoo] and you could tell he was frustrated by the cards being passed to him," Mills said.

The Bui-Mills match unfolded much like Mills predicted, but not before a very improbable play by Bui in the third game. Said Mills, "I had the game locked up and there was [illegible] way he could possibly kill me. Then, he cast a [illegible]. No problem. Then he cast Final Fortune. I will [illegible]. But then after he attacked, he cast [illegible] and attacked again. Luckily, I had my [illegible] and he died to Final Fortune!"

[illegible] John Yoo, considered by many [illegible] world. A hard-fought [illegible] game beating by [illegible] screwed after calling a Mulligan in Game 2, and had to do the same in the third game. "I think the key to my winning against Yoo was his allowing me to go first in every game. Oh yeah, and my drawing Sewer Rats every game."

Normally not worried about red-green decks, Mills was concerned about Hovi's deck due to its quiet buildup of creatures. "Most red-green decks rely on big creatures and don't get started until after the fourth or fifth turn. Hovi's deck had such a nice buildup with River Boas, Jungle Troll, and Gibbering Hyenas, not to mention his Kaervek's Torch [the only one in Sunday's draft] and Elven Cache. I knew it was going to be interesting."

The first game went fast as Hovi's big creatures died hard and Mills was able to gain the tempo and finish strong. The next two games proved to be very entertaining for the audience watching on the large-screen TV monitors, as both players earned victories.

Then came the controversial fourth game. Both players were making strong moves as the game progressed smoothly, when suddenly Mills dropped Grave Servitude on his Man-o'-War before tapping his mana. Mills received his second warning of the match and was promptly disqualified, causing pandemonium in the main hall.

"My first warning came during the first game when I dropped a card before tapping the mana," Mills admitted. "It really messed me up and my playing suffered in the second game as a result. I managed to get back on track for the third game, but it was always in the back of my mind. In the fourth game, I slipped back into this old habit and played the card [Grave Servitude]. They called me on it and the match was over."

Following the match, Mills did not know that by being disqualified, he could very well be out the $16,000 prize for second place, as well as the guaranteed invites to the next five Pro Tour events and the '97 World Championships. "That was pretty hard," Mills said. In the end, he was allowed to maintain his second-place standing. "Wizards of the Coast did the right thing by giving him the money," said Hovi.

Regarding the ruling that nearly cost him all that he had worked for, Mills said, "If I'd have known that they would take away all the money and invites for a disqualification, I'd have conceded the finals before they even began, knowing that I wouldn't have been able to break this habit [playing cards before mana is tapped] that I've acquired over the last few years for just one match."

by Jack Lewis Stanton

So Close They Could Taste It

Call Him 'Mana Man'

When Alan Comer sat down to Sunday morning's final-round draft, he suddenly felt helpless. To his immediate left he saw John Yoo, considered by many the finest Sealed-Deck player in the world; to his right, he noticed Truc Bui, the competition's No. 1 seed heading into the quarterfinals. "I thought, 'Oh no, nothing's gonna come to me either way,'" said Comer.

But Comer—somehow, some way—favoring red, black, and blue, managed to draft exactly what he was looking for. "My initial thoughts, a long time ago, were that you wanted to have big, beefy creatures and just to hammer your opponent," he said. "But during playtesting, that strategy turned out to be so wrong. Undo just kills it."

In the quarterfinals, Comer, the seventh seed, locked horns with second-seeded Ben Possemiers of Belgium. "I spent a lot of time watching what he was drafting since I knew I'd be playing him," said Comer. In Game 1, however, Comer encountered his fair share of mana glut. "I just flooded out," he said. In Game 2, the tide shifted and Possemiers found himself strapped with far too much mana. In Game 3—the most evenly played contest—Comer prevailed after Possemiers ran out of cards.

Comer, a twenty-eight-year-old software engineer in San Marcos, California, squared off next against eventual champion Tommi Hovi of Finland. Though their best-of-five match went to a fifth and deciding game, it simply wasn't meant to be for the England native. "I got way behind in Game 5," said Comer. "He [Hovi] started off with Serene Heart on his first turn and River Boa on his second [turn]. And there I was stuck with Islands the whole time."

With eighteen lands in a forty-one-card deck, those things tend to happen.

by Terry Melia

Mr. Quick Study

John Yoo knows how to cram—for a tournament, that is. He only started prepping for Pro Tour–L.A.'s Rochester Draft format the week before the competition. But by the end of Saturday's Swiss-style rounds, he was sporting a 9–2–1 record, good enough for fifth place overall.

"I crammed with Truc [Bui], Brian Hacker, and some of the other guys at Costa Mesa [Women's Center] and picked up as much as I could during the week," said Yoo, moments after defeating John Immordino, 2–0, in the quarterfinals. "I think a lot of this just comes naturally to us. Analytical thinking helps, but I think it's pretty much common sense."

The twenty-three-year-old Yoo, who's now attending the Computer Learning Center in Anaheim, California, is no stranger to **Magic**. He was a semifinalist at Pro Tour–Atlanta (another Limited tournament) and finished in the Top 64 at Pro Tour–Dallas. But this time around, even the new Mulligan rule, which was being tested officially for the first time, couldn't help him out of too many mana jams against David Mills, his semifinal-round opponent. *(For the record, the Mulligan rule allows a player to reshuffle, for any reason, and redraw his or her first hand, minus one card. The player may repeat this process until he or she has no cards left in his or her hand. All shuffling not completed inside the five-minute time limit is still considered stalling. Players no longer get a free reshuffle, however, when their opponents use the Mulligan.)*

Yoo was swept by Mills, 3–0. "Game 1 was total mana glut," said Yoo, "I just kept on drawing land. Then, in Game 2, I had one Island and all black and red cards, so I called up the Mulligan. But then I got five lands and one card, and there was nothing I could do again. And in Game 3, I just wasn't able to pull it out. It was another mana screw game."

All in all, earning $9,000 is nothing to be ashamed of, especially on such short notice.

Pro Tour-Los Angeles Master Division Results

(February 28-March 2, 1997)

$ THEY'RE IN THE MONEY $

CHAMPION	$26,000	TOMMI HOVI	17	KAARINA, FINLAND
FINALIST	$16,000	DAVID MILLS	23	CHARLOTTESVILLE, VA
Semifinalist	$9,000	Alan Comer	28	San Marcos, CA
Semifinalist	$9,000	John Yoo	23	Buena Park, CA
Quarterfinalist	$5,500	Truc Bui	24	Los Angeles, CA
Quarterfinalist	$5,500	John Immordino	21	Carmichael, CA
Quarterfinalist	$5,500	Brian Weissman	22	Santa Barbara, CA
Quarterfinalist	$5,500	Ben Possemiers	29	Antwerp, Belgium
9	$3,200	Michael Long	22	Harrisonburg, VA
10	$3,200	Jakub Slemr	19	Prague, The Czech Republic
11	$3,200	Worth Wollpert	22	State College, PA
12	$3,200	Mark Justice	26	Salt Lake City, UT
13	$3,200	Jon Finkel	18	New Brunswick, NJ
14	$3,200	Jon Saso	18	Cupertino, CA
15	$3,200	M. J. Sheehan	32	Vienna, VA
16	$3,200	Igor Frayman	23	Los Angeles, CA
17	$1,850	Timur Dogan	25	Neuenhof, Switzerland
18	$1,850	Peter Keller	22	Tilburg, Netherlands
19	$1,850	Alex Potapoff	26	Kirkland AFB, NM
20	$1,850	Steven O'Mahoney-Schwartz	16	Brooklyn, NY
21	$1,850	Peter Leiher	27	Largo, FL
22	$1,850	Mark Venhaus	27	Hawthorne, CA
23	$1,850	Mark Chalice	24	Claremont, CA
24	$1,850	Matthew Vienneau	24	Toronto, Canada
25	$1,850	Brendon Herzog	19	Portland, OR
26	$1,850	Javier Garavito	25	Kent, WA
27	$1,850	Flex Frazee	26	Issaquah, WA
28	$1,850	Marcel Baran	18	Aschaffenburg, Germany
29	$1,850	Alvaro Marques	25	London, Canada
30	$1,850	David Dittmer	21	Acton, MA
31	$1,850	Michael Loconto	27	Grafton, MA
32	$1,850	Nathan Russell	21	Ottawa, Canada
33	$400	Terry Borer	19	North York, Canada
34	$400	Scott Dodson	30	Seattle, WA
35	$400	Shawn "Hammer" Regnier	28	Manchester, NH
36	$400	Brian Hacker	22	San Diego, CA
37	$400	Andrew Wills	25	Ann Arbor, MI
38	$400	Wyatt Wettland	16	Seattle, WA
39	$400	Sean Fleischman	27	Bronx, NY
40	$400	Kjartan Solsvik	—	Bergen, Norway
41	$400	Matthew Place	21	Kansas City, MO
42	$400	Mike Voulgaris	23	Scarborough, Canada
43	$400	Jason Webster	23	Bloomington, MN
44	$400	Ondrej Baudys	24	The Czech Republic
45	$400	Manuel Bevand	—	Lyon, France
46	$400	Clifton Dalgard	22	Overland Park, KS
47	$400	John Chinnock	25	Summit, NJ
48	$400	Andrew Nishioka	23	Wheeling, IL
49	$400	Tim Rasmussen	21	Copenhagen, Denmark
50	$400	Aziz Al-Doory	21	Tallahassee, FL
51	$400	Oliver Krebs	21	Kleinostheim, Germany
52	$400	No Yong Park	26	Toronto, Canada
53	$400	Jeff Donais	25	Windsor, Canada
54	$400	A. Martin del Campo Martinez	22	Tlalpan D.F., Mexico
55	$400	Zane Barker	28	Albuquerque, NM
56	$400	Dan Lofgren	36	Milpitas, CA
57	$400	Branden Higa	22	Malibu, CA
58	$400	Russell Johnson	23	Eatons Hill, Australia
59	$400	Jake Hart	17	Firle, Australia
60	$400	Jason Twitty	21	Garland, TX
61	$400	John Pennock	30	Bellevue, WA
62	$400	Bryan Hubble	15	Katy, TX
63	$400	Michael Katz	21	Rochester, NY
64	$400	Jeff Broido	23	San Diego, CA

65	Eric Downing	29	Glendale, CA
66	Dennis Bentley	28	Rochester, NY
67	Darin Thomas	22	Santa Ana, CA
68	Vaughn Sandor	28	Woodbridge, NJ
69	Greg Dunko	24	Manchester, NH
70	Peer Kröger	22	Hamburg, Germany
71	David Humpherys	24	Somerville, MA
72	Alejandro Ramos	22	Barcelona, Spain
73	Neil Crane	23	New York, NY
74	Adam Green	21	Waltham, MA
75	Preston Poulter	23	Orange, CA
76	Stephen Campbell	27	Burwood, Australia
77	Andrew Polis	24	Chicago, IL
78	Roger Kuness	35	London, England
79	John Oleniczak	22	Ann Arbor, MI
80	Gregory Kleiman	17	Linden, NJ
81	Darwin Kastle	25	Allston, MA
82	Emil Deleuran	15	Copenhagen, Denmark
83	Bruce Swiney	21	Tacoma, WA
84	Dominic Crapuchettes	27	Annapolis, MD
85	Jason Tomei	22	Waipahu, HI
86	Aaron Souders	19	Elburn, IL
87	Greg Bole	—	Stony Brook, NY
88	Robert Malin Jr.	22	Cedar Hill, MO
89	Chris Foggin	25	Sydney, Australia
90	David Bachmann	18	Linden, NJ
91	Jeroen Weyden	20	Utrecht, Netherlands
92	Donald Gallitz	24	Fredericksburg, VA
93	Rudy Edwards	22	Fayetteville, NC
94	Patrick Albro	24	Rochester, NY
95	Kurt Burgner	26	Torrance, CA
96	Ray Tai	22	Boston, MA

97	Chris Cade	19	San Jose, CA
98	Peter Constantinidis	36	Oakland, CA
99	Robert Maher, Jr.	18	Madison, WI
100	Gustavo Chapela Gaxiola	22	Mexico, D.F. Mexico
101	Koos Stolk	37	Groningen, Netherlands
102	Andrew Rivchin	—	Fort Lee, NJ
103	Robert Dougherty	27	Cambridge, MA
104	Brendon Delaney	25	Renton, WA
105	Jonas Strandberg	20	Stockholm, Sweden
106	Wouter Witkam	21	Enschede, Netherlands
107	Olle Råde	18	Gothenburg, Sweden
108	Eric Nakayama	28	San Jose, CA
109	Felipe Saavedra	29	Vienna, Austria
110	Brian Fernandez	32	Campbell, CA
111	Kurt Foket	27	Lokeren, Belgium
112	Gary Wise	24	Willowdale, Ontario Canada
113	James Jenkins	26	Evless, TX
114	Bjørn Jocumsen	20	Jessheim, Norway
115	Dario Solari	21	Monfalcone, Italy
116	Robert Thornburg	17	Las Cruces, NM
117	Duccio Cantini	23	Firenze, Italy
118	Gabriele Pisicchio	35	Rome, Italy
119	Michael Dove	25	Los Angeles, CA
120	Steve Beacham	23	Las Vegas, NV
121	Mario Robaina	25	Manhattan Beach, CA
122	Thomas Guevin	23	Nashua, NH
123	Toshiki Tsukamoto	30	Tokyo, Japan
124	Brian Fenwick II	23	Fort Collins, CO
125	Bryce Currence	21	Claremont, CA
126	Eric Orrosjo	—	Gothenburg, Sweden
127	Rod Ho	23	Sydney, Australia
128	Eduardo Lopez	23	Mexico City, Mexico

129	Gabe Higa	24	Lancaster, CA
130	Gabriel Tsang	20	Toronto, Ontario Canada
131	Thomas Page	22	Los Angeles, CA
132	Jamie Badman	31	Reading, Berkshire UK
133	Mark LePine	14	Merrimack, NH
134	Arto Hiltunen	20	Turku, Finland
135	Henry Johnson	18	San Luis Opisbo, CA
136	Michelle Bush	28	Cambridge, MA
137	Frank Adler	33	Köln, Germany
138	Michael Donovan	31	Maryland Heights, MO
139	William Gallagher	22	Brisbane, Qld Australia
140	Roger Espinosa	21	Encinitas, CA
141	Hisakazu Igarashi	37	Tokyo, Japan
142	Eric Kirkman	27	Denver, CO
143	Max Szlagor	18	Schaumburg, IL
144	Tomi Walamies	16	Kaunianen, Finland
145	Ben Champion	27	Winter Park, FL
146	David Price	21	Ithaca, NY
147	Aaron Muranaka	19	Layton, UT
148	Richard Boyes	19	Bothell, WA
149	Larry Williams	—	Tempe, AZ
150	Mette Finderup	28	Århus, Denmark
151	Ron Davis	20	New Kensington, PA
152	George Baxter	24	Dallas, TX
153	Trey Kerrigan	20	Canadian, TX
154	Anthony Cusimano	24	Phoenix, AZ
155	Steven Parks	27	E. Lansing, MI
156	Brian Tuttle	23	Denver, CO
157	Trevor Blackwell	17	San Jose, CA
158	Eric Tam	19	Toronto, Ontario Canada
159	MacKenzie Patterson III	18	Carmel, CA
160	Tony Paravano	24	Grafton, MA
161	Ben Cooley	26	Santa Clara, CA
162	Jonathan Brown	20	Helsinki, Finland
163	Adam Maysonet	25	Sunrise, FL
164	Jason Zila	17	Huntington Beach, CA
165	Yuh-Kong Liao	26	Tallahassee, FL
166	Alex Werner	23	Redwood City, CA
167	Frank Jiang	20	Berkeley, CA
168	Benjamin Ford	19	Terra Haute, IN
169	Steve Goykhberg	22	Mayfield, OH
170	Hung Pham	16	Salt Lake City, UT
171	F. Escribano-Cantero	20	Madrid, SPAIN
172	Alex Shvartsman	21	Brooklyn, NY
173	Nicolas Olivieri	21	Carpentras, France
174	Jonas Ekenwall	16	Stockholm, Sweden
175	MacKenzie Patterson Jr.	55	Carmel, CA
176	Scott Johns	24	Northridge, CA
177	Stanton Peay	28	Las Vegas, NV
178	Ben Bleiweiss	21	Great Neck, NY
179	Paul McCabe	19	Toronto, Ontario Canada
180	Jerric Tam	33	Burbank, CA
181	Walter Bachmann	30	Martigny, Switzerland
182	Larry Chatfield	29	Renton, WA
183	Sam Wiener	20	Dorchester, MA
184	Peter Brost	29	Bellevue , WA
185	Kevin Dixon	24	Ottawa, ON Canada
186	John Song	28	Vancouver, BC Canada
187	Martin Zobel	18	Koln , Germany
188	Gary Rush	29	San Diego, CA
189	Anthony Goh	17	Radlett, Hertfordshire UK
190	Chris McMahon	20	Fremont, NE
191	David Ferguson	22	Richardson, TX
192	Benedikt Klauser	19	Vienna, Austria
193	Jussi Hiltunen	17	Turku, Finland
194	Craig Mackey	31	Kirkland, WA
195	Graham Tatomer	18	Santa Barbara, CA
196	Christian Peschta	18	Vienna, Austria
197	Jeff Hagaman	20	Rockford, IL
198	Paul Brinke	32	Rossford, OH
199	Matthias Bodenstein	20	Braunschweig, Germany
200	Cory Jones	26	Capistrano Beach, CA
201	D. O'Mahoney-Schwartz	17	Pittsburgh, PA
202	Christa Miller	28	Sun Valley, CA
203	Chris Esko	23	Frederick, MD
204	Jonathan Becker	28	Alexandria, VA
205	Peter Radonjic	21	New Westminster, BC Canada
206	Stefan Schiel	17	Vienna, Austria
207	Julien Mozziconacci	—	Paris, France
208	Chris Pikula	22	Chesterton, IN
209	Travis Thomas	23	Morgan Hill, CA
210	Brian Marshall	—	West New York, NJ
211	Nate Clarke	16	Londonderry, NH
212	Kevin Hunt	19	Overland Park, KS
213	Gerardo Godinez-Estrada	18	Nezahualcoyotl, Mexico
214	Phillipe Taltent	—	France
215	Mike Reinking	20	Cedar Rapids, IA
216	Phil McLaury	28	Norman, OK
217	John Wu	22	San Jose, CA
218	Ronny Serio	19	Streamwood, IL
219	Byron Bailey	21	Lynnwood, WA
220	Solomon Finch	21	Ellensburg, WA
221	Andreas Dahmm	23	Skeve, Sweden
222	Dustin Lussier	19	Rochester, MN
223	Michael Sochon	20	Brie-Conte-Robert, France
224	Tanikawa Takayuki	27	Wakousi, Saitama Japan
225	David Weiss	29	Boston, MA
226	Dale Robinson	28	Anchorage, AK
227	Damon Erickson	23	Good Thunder, MN
228	Terry Lau	26	Richmond, BC Canada
229	Victor Nolasco	29	Lancaster, CA
230	Shannon Krumick	23	Las Vegas, NV
231	Aron Laine	25	Surrey, BC Canada
232	André Konstanczer	21	Seckmauern, Germany
233	George Wilkinson	39	Manchester, NH
234	Pierre-Alain Laur	22	Corenc, France
235	Kirk Powell	23	Redmond, OR
236	Randy Ellis	21	Orange Park, FL

It simply wasn

Still a Crap Shoot

Preparation only goes so far; just ask Truc Bui. Heading into Sunday's final-round draft, Bui (pronounced "Bowie") knew no matter how much deck-testing he conducted, his deck would be the result of reactionary, impulse moves rather than any fool-proof plan.

"It's 100 percent reactionary," said Bui, a twenty-four-year-old estate administrator at UCLA, "because you can't really determine which cards are going to come up for you. I played my percentage cards—black, red, and the commons."

Bui's strategy was to draft a black-red deck "with a lot of small creatures to go out quickly and attack." But with the draft's assigned seating, he didn't feel comfortable; the two players to his immediate right—John Yoo and Alan Comer—were also drafting black and red.

"I took the gamble," said Bui. "I thought I could just take as many black and red cards as I could before they got a chance to [choose]. But there were two other players also picking black and red, so it was *really* slim pickings."

Bui, the No. 1 seed following the second day, locked horns with eventual finalist David Mills in the quarterfinals. Following the third game of their match, he found himself

on the short end of a 2–1 decision.

"This was my third Pro Tour event," said Bui, who earned $5,500 in the process. "I think we prepared well and I'm happy with my performance overall. Most of the money I won here will probably be spent on my trip to Paris [the Pro Tour's next stop]."

Stalling the Ground Game

John Immordino of Carmichael, California, knows how to improvise. During Sunday's final-round draft, he had no choice. His plan was to draft white, blue, and green, but he was quickly forced to rethink that strategy when Finland's Tommi Hovi started taking all the available green cards.

"He [Hovi] was to my immediate right, and because of

that, I wasn't even able to go green-red," said Immordino, a twenty-one-year-old business major who'll be studying next semester at Sacramento State. "I chose to go blue-white-black instead. I decided to do that right when I got the second booster pack and saw Dark Banishing."

Immordino's strategy was to draft creatures that could stall the ground game, while his chosen fliers could go overhead and take control. "I basically used a defensive strategy," he said. "And I wanted to get some good removal spells to take care of any big ground creatures my opponent might put out.

"I just tried to pick the creatures that could fly and the big ones that could stall—like the 1/4s and the 0/5s."

Immordino, the No. 4 seed, found himself sitting across from fifth-seeded John Yoo in Sunday's quarterfinals. After making a critical mistake in the first game (he forgot about the upkeep for his Waterspout Djinn), he went down in flames in the second game.

"I'm still pleased with my performance," said Immordino. "Up until now, I hadn't lost to any single opponent."

by Terry Melia

't in the cards.

New Face, New Name

Though Ben Possemiers has been invited to several stops on the Pro Tour, the Los Angeles venue represented the first one he actually attended. And it paid off: $5,500 worth. But there was no beginner's luck here, for Possemiers's strategy of defensive drafting and drafting only one or two colors helped him duel his way to the prestigious Round of 8.

"When you play [three] colors, I think you get mana hosed two or three times a day, so I prefer to play two," said the twenty-nine-year-old economist from Antwerp, Belgium. It's worth noting that he never once got mana hosed during the tournament. It took San Diego's Alan Comer to finally bring him down (2–1) in the quarterfinals.

Possemiers claims that he didn't know until he started drafting what colors he wanted to play, but his preference definitely lies with black, at least in a less limited environment. "Black is the only color that can stand on its own," he said. "It has good creatures, it has creature removal with [Dark] Banishing, and it has direct damage with Drain Life."

Possemiers's standing at Pro Tour–Los Angeles gives him an automatic invite to Pro Tour–Paris, and he definitely plans on attending. Who knows? Possemiers just may become a **Magic** household name.

No Thugs Here

Twenty-two-year-old Brian Weissman of Palo Alto, California, is definitely consistent in his **Magic** talents, and at Pro Tour–Los Angeles he proved his prowess once again. Though Weissman's preferred format is Classic Constructed, he's no slouch when it comes to Rochester Draft. Perhaps that's because he spent months practicing this unique format with teammates John Immordino and Matt Place, and spent hours on the phone with friend Chris Pikula discussing drafting techniques.

"Early on I realized that the conventional 'thug' strategy [i.e., lots of 2/2 and 3/3 creatures and a splashing of removal spells] was just too difficult to draft among a group of skilled players," said Weissman, a student at UC–Santa Barbara. "I was always aiming to draft a deck that created a stall on the ground and eventually overwhelmed its opponent with an unkillable or unblockable source of damage like a flier or a big creature with Ward of Lights." *(See Beth Moursund's analysis of Weissman's deck on p. 29.)*

Weissman met his match, however, when he lost 2–0 against Tommi Hovi in the quarterfinals. Weissman harbored no ill will, despite getting mana hosed in the first game. "I honestly think that he [Hovi] and I had the best decks in the draft," he said. "I think our two decks were the most focused." The second game was more a test of skill than bad luck, but Hovi's early game Bull Elephant–made via regenerating through Village Elder and lots of forests–was just too hard to handle.

by Melody Alder

Top 8 Master Decks

TOMMI HOVI, Master Champion

Tommi Hovi set his drafting goal ahead of time: build a red-green creature-heavy deck, focusing on 3/3 creatures. That's exactly what he managed to do. His final deck contained fifteen creatures--five 3/3s, three 2/1 regenerators, and the rest scattered about--backed up by three creature-enhancing spells, two card-retrieval spells, and the coveted Kaervek's Torch. Unlike most of the finalists, Hovi focused almost entirely on drafting cards he could use in his own deck rather than on keeping key cards away from his opponents. He said that he doesn't prefer defensive drafting. Also, he drafted for the long term rather than just working to beat his first-round opponent. In one pack, he could have taken River Boa but instead picked Bull Elephant, surprising the commentators. "River Boa would be better against Weissman [in the quarterfinals]," he said, when asked about the choice, "but Bull Elephant is better against my next opponent, I think."

1	Armor of Thorns	3	Raging Spirit	1	Mtenda Lion
1	Bull Elephant	2	River Boa	1	Noble Elephant
1	Dwarven Vigilantes	1	Village Elder	1	Panther Warriors
1	Ekundu Cyclops	2	Wild Elephant	1	Phyrexian Marauder
1	Elven Cache	1	Worldly Tutor	1	Phyrexian Walker
1	Feral Instinct	the Sideboard		2	Quirion Ranger
1	Flame Elemental			1	Sapphire Charm
10	Forest	1	Benevolent Unicorn	1	Serene Heart
1	Gibbering Hyenas	1	Blistering Barrier	1	Shaper Guildmage
1	Jungle Basin	1	Circle of Despair	1	Solfatara
1	Jungle Troll	1	Cloak of Invisibility	2	Stone Rain
1	Jungle Wurm	1	Disempower	1	Summer Bloom
1	Kaervek's Torch	1	Fog	1	Telim'Tor's Edict
1	Lightning Reflexes	1	Kookus	2	Uktabi Faerie
7	Mountain	1	Lightning Cloud		
1	Mountain Valley	3	Mountain		

DAVID MILLS, Master Finalist

David Mills wanted to go green-white in the final draft. But since he knew his first-round opponent (Truc Bui) liked black, he started counter-drafting black cards and got so many good black cards that he actually considered going for mono-black himself. "But then Zhalfirin Commander got passed to me, and then Ward of Lights, which is almost my favorite card." Eventually Ray of Command came his way, so he ended up playing a three-color deck, heavy black with support from white and blue. Mills's strategy was not the all-out attack typical of black. He included only eleven creatures in his final deck, backed up by half a dozen anti-creature cards (if you count Grave Servitude), Meddle, and Drain Life. His Grave Servitudes served double duty as both creature removal and creature enhancement. A key combination that he got out in several games was Sun Clasp on Crypt Rats. This combo allowed him to deal up to 3 damage per turn without killing his own Rats.

1	Blighted Shaman	1	Sewer Rats	1	Ersatz Gnomes
1	Breathstealer	1	Sun Clasp	1	Hearth Charm
1	Breezekeeper	8	Swamp	1	Illumination
1	Coercion	1	Wake of Vultures	1	Island
1	Crypt Rats	1	Ward of Lights	1	Lightning Reflexes
1	Dark Banishing	1	Zhalfirin Commander	1	Mortal Wound
1	Dirtwater Wraith	the Sideboard		1	Nocturnal Raid
1	Drain Life			1	Phyrexian Walker
1	Feral Shadow	1	Binding Agony	2	Plains
2	Grave Servitude	1	Blanket of Night	1	Prismatic Circle
4	Island	1	Blistering Barrier	1	Reality Ripple
1	Jamuraan Lion	1	Boomerang	1	Ritual of Steel
1	Man-o'-War	1	Chaos Charm	1	Sandstorm
1	Meddle	1	Crimson Hellkite	1	Shrieking Drake
1	Pacifism	1	Dark Privilege	1	Swamp
5	Plains	1	Dark Ritual	1	Tranquil Domain
1	Quicksand	1	Disempower	1	Zombie Mob
1	Ray of Command	1	Divine Offering		
1	Remedy	1	Elephant Grass		

JOHN YOO, Master Semifinalist

John Yoo built the most creature-heavy deck of all the finalists: twenty creatures, supported only by Undo and Enfeeblement. Almost half these creatures were 2/2, all with various useful abilities; the rest ranged from 1/1 to 5/5. This ensured that Yoo could almost always get off to a fast start, and follow up with bigger creatures to overrun his opponent. Since most of his creatures were red, he even included two Goblin Soothsayers, which could sacrifice themselves to pump the other red creatures. Four of Yoo's creatures (Suq'Ata Lancer and three Talruum Minotaurs) had the ability to attack on the turn summoned; this also proved deadly in his duels. Yoo said he went into the draft with no real strategy—"just trying to draft whatever came my way." But he got nothing he liked for his first six picks. "Finally I just said, 'screw it, I'm just going to draft all the red-black cards that come my way and just fry them with that.'"

1	Armorer Guildmage	3	Talruum Minotaur	2	Island
2	Breezekeeper	1	Undo	1	Memory Lapse
1	Burning Palm Efreet	1	Urborg Panther	2	Mountain
1	Burning Shield Askari	the Sideboard		1	Peace Talks
1	Cadaverous Knight			1	Quirion Ranger
2	Dwarven Vigilantes	2	Boomerang	1	Rock Basilisk
1	Enfeeblement	1	Choking Sands	2	Sabertooth Cobra
2	Goblin Soothsayer	1	Dark Ritual	1	Sun Clasp
1	Harmattan Efreet	1	Death Watch	2	Swamp
1	Hulking Cyclops	1	Dream Tides	1	Teeka's Dragon
5	Island	1	Favorable Destiny	1	Telim'Tor's Darts
8	Mountain	1	Femeref Scouts	1	Tithe
1	Shadow Guildmage	1	Fog	1	Vanishing
1	Skulking Ghost	1	Forbidden Crypt	1	Wall of Corpses
1	Suq'Ata Lancer	1	Goblin Elite Infantry	1	Zebra Unicorn
5	Swamp	1	Goblin Recruiter		
1	Tar Pit Warrior	1	Grim Feast		

[illegible], Master Semifinalist

A straight count of creatures in Comer's deck totals fourteen, but his deck was far less creature-oriented than you might think. One of those creatures, Crypt Rats, was really more of a one-time damage effect; and another, Army Ants, was a fearsome source of land destruction. Two other creatures were phasing, so they really only count as half a creature apiece. However, backing the creatures up was an impressive total of eight damage or removal effects (plus the Rats), including Infernal Harvest and two Undos. One of these cards, Kaervek's Hex, Comer included specifically to kill Warthogs, Guild-

1	Army Ants	1	Skulking Ghost	1	Divine Offering
1	Burning Shield Askari	7	Swamp	1	Dwarven Nomad
1	Crypt Rats	1	Tar Pit Warrior	1	Emerald Charm
1	Dark Banishing	1	Teferi's Drak[illegible]	1	Goblin Tinkerer
1	Delirium	1	Thirst	1	Hearth Charm
1	Fetid Horror	2	Undo	1	Juju Bubble
1	Gravebane Zombie	1	Urborg Panther	1	Mana Prism
1	Impulse	the Sideboard		1	Merfolk Raiders
1	Infernal Harvest			1	Mtenda Herder
6	Island			1	Parapet
1	Kaervek's Hex	1	Bay Falcon	1	Pyric Salamander
1	Magma Mine	1	Blind Fury	1	Restless Dead
5	Mountain	1	Bone Mask	1	River Boa
1	Raging Gorilla	1	Breathstealer's Crypt	1	Soulshriek
1	Sandbar Crocodile	1	Coral Atoll	1	Tranquil Domain
1	Sea Scryer	1	Crystal Golem	1	Vitalizing Cascade
2	Searing Spear Askari	1	Disempower		

mages, and other 1/1 creatures that he saw his first-round opponent Ben Possemiers drafting. "I did a lot of defensive drafting and almost all against him," Comer commented after the quarterfinals. "I feel that my chances now are pretty poor, but my chance to get here was the important thing. I was aiming to just get past this and I'll worry about the next afterwards."

[illegible] Master Quarterfinalist

Truc Bui finished in first place after the Swiss rounds (Friday and Saturday) and had some very strong picks in the final draft. He managed to grab both "Timewalk-like" spells, Final Fortune, and Relentless Assault, along with two direct-damage spells, Drain Life and Infernal Harvest, and two Shadow Guildmages for additional direct-damage capability. Among his other creatures were four 2/2 flankers, Fetid Horror, Talruum Champion, and two Raging Gorillas (2/3, but 4/1 if blocked or blocking), all chosen to rip holes through any defense. Any defenders his creatures couldn't handle by themselves could be removed or whittled down to size by his Dark Banishings and Enfeeblements. This was a strong deck, and many spectators picked Bui as likely to go all the way to the top; unfortunately for him, the cards didn't go his way, and he lost 2–1 to Mills in the quarterfinals.

1	Burning Shield Askari	1	Suq'Ata Lancer	1	Goblin Swine-Rider
1	Cadaverous Knight	10	Swamp	1	Guiding Spirit
2	Dark Banishing	1	Talruum Champion	1	Haunting Apparition
1	Dark Ritual	1	Viashino Warrior	1	Jolt
1	Drain Life	1	Zombie Mob	1	Locust Swarm
1	Dwarven Vigilantes			1	Nettletooth Djinn
2	Enfeeblement	the sideboard		1	Regeneration
1	Fallen Askari			2	Righteous Aura
1	Fetid Horror	1	Binding Agony	2	Sandstorm
1	Final Fortune	1	Chariot of the Sun	1	Sealed Fate
1	Infernal Harvest	1	Death Watch	1	Teferi's Curse
7	Mountain	1	Decomposition	1	Teferi's Honor Guard
2	Raging Gorilla	1	Disenchant	1	Tremor
1	Relentless Assault	1	Dream Cache	1	Unerring Sling
2	Shadow Guildmage	1	Dream Fighter	1	Wicked Reward
1	Skulking Ghost	1	Elixir of Vitality		

BEN POSSEMIERS, Master Quarterfinalist

Ben Possemiers built a creature-heavy green-white deck, adding only one damage-prevention and two creature-enhancement spells to supplement the creature swarm. He included no removal or damage spells. Instead, his deck was about as close to a weenie deck as possible given this environment, with 1/1 creatures making up almost one-third of his total spells. After the 1/1 creatures came a trio of Griffins, including Mtenda Griffin with its ability to recycle the other two. Two Warthogs spelled special danger to Possemiers's first-round opponent, Alan Comer, and any others playing with black. Possemiers also earned the black-deck players' enmity by defensively drafting two Crypt Rats.

1	Burning Shield Askari	1	Suq'Ata Lancer	1	Goblin Swine-Rider
1	Cadaverous Knight	10	Swamp	1	Guiding Spirit
2	Dark Banishing	1	Talruum Champion	1	Haunting Apparition
1	Dark Ritual	1	Viashino Warrior	1	Jolt
1	Drain Life	1	Zombie Mob	1	Locust Swarm
1	Dwarven Vigilantes			1	Nettletooth Djinn
2	Enfeeblement	the sideboard		1	Regeneration
1	Fallen Askari			2	Righteous Aura
1	Fetid Horror	1	Binding Agony	2	Sandstorm
1	Final Fortune	1	Chariot of the Sun	1	Sealed Fate
1	Infernal Harvest	1	Death Watch	1	Teferi's Curse
7	Mountain	1	Decomposition	1	Teferi's Honor Guard
2	Raging Gorilla	1	Disenchant	1	Tremor
1	Relentless Assault	1	Dream Cache	1	Unerring Sling
2	Shadow Guildmage	1	Dream Fighter	1	Wicked Reward
1	Skulking Ghost	1	Elixir of Vitality		

BRIAN WEISSMAN, Master Quarterfinalist

Brian Weissman, famous for his Classic "The Deck," lived up to his reputation by drafting blue-white; however, he added a healthy dose of red to the mix. The core of his deck contained five medium-to-large creatures with flying: two Drakes, a Dragon, a Djinn, and Zuberi the Griffin legend. His ground troops, though also dangerous, served mostly to hold things to a stalemate until the air force could win the battle. Blistering Barrier, a 5/2 Wall, was of course purely defensive, and Dream Fighter and Harbor Guardian (and Kukemssa Serpent against non-blue opponents) almost as much so. The rest of his creatures, all mid-sized, formed a formidable defense that could also attack if an opening presented itself. His two Rock Slides could whittle down opposing forces in a ground attack; Gossamer Chains could neutralize one attacker per turn; and Jolt, Warrior's Honor, and Remedy each gave the potential of extra surprises for an unwary attacker.

1	Azimaet Drake	1	Volcanic Dragon	1	King Cheetah
1	Blistering Barrier	1	Warrior's Honor	1	Kukemssa Pirates
1	Dream Fighter	1	Waterspout Djinn	2	Mountain
1	Ekundu Cyclops	1	Zuberi, Golden Feather	1	Mortal Wound
1	Ethereal Champion	the sideboard		1	Panther Warriors
1	Femeref Knight			2	Plains
1	Gossamer Chains	1	Blanket of Night	1	Radiant Essence
1	Harbor Guardian	1	Boomerang	1	Rampant Growth
1	Hazerider Drake	1	Civic Guildmage	1	Reality Ripple
7	Island	1	Cloak of Invisibility	1	Regeneration
1	Jolt	1	Crash of Rhinos	1	Ritual of Steel
1	Knight of the Mists	1	Crystal Vein	1	Soulshriek
1	Kukemssa Serpent	1	Dormant Volcano	1	Windreaper Falcon
1	Merfolk Seer	1	Ebony Charm		
5	Mountain	4	Forest		
1	Mystic Veil	1	Freewind Falcon		
1	Noble Elephant	1	Goblin Tinkerer		
6	Plains	1	Hope Charm		
1	Remedy	1	Horrible Hordes		
2	Rockslide	3	Island		
1	Viashino Warrior	1	Jolrael's Centaur		

JOHN IMMORDINO, Master Quarterfinalist

John Immordino's deck was somewhat similar in theme to Brian Weissman's, featuring large creatures with flying and plenty of defense. He ignored the usual "if you play any black, you have to go heavy black" adage, building a mostly blue-white deck with a few black spells. His final deck contained only twelve non-Wall creatures, and half of them were almost purely defensive. For further creature defense, he added two Dark Banishings, Pacifism, Ivory Charm, and Jolt, not to mention Honorable Passage. He also snagged the only counterspell out of the entire Masters final draft, Power Sink. All this helped keep him alive until his deck's offensive arm, three 4/4 fliers, could come into play. He also included three card-manipulation effects: Impulse and Dream Cache to help ensure he'd draw the cards he needed, and Coercion to proactively remove one additional threat from his opponent's side.

1	Breezekeeper	1	Kukemssa Serpent	1	Drain Life
1	Charcoal Diamond	1	Pacifism	1	Early Harvest
1	Coercion	5	Plains	1	Firebreathing
2	Dark Banishing	1	Power Sink	1	Freewind Falcon
1	Dream Cache	1	Restless Dead	1	Infantry Veteran
1	Femeref Healer	4	Swamp	1	Jolrael's Centaur
1	Femeref Knight	2	Waterspout Djinn	1	Mtenda Herder
5	Femeref Scouts	the sideboard		1	Parapet
1	Feral Shadow			1	Phyrexian Walker
1	Flood Plain			1	Reality Ripple
1	Floodgate	1	Alarum	1	Shaper Guildmage
1	Honorable Passage	1	Cloak of Invisibility	1	Sisay's Ring
1	Impulse	1	Dark Privilege	1	Solfatara
6	Island	1	Dazzling Beauty	1	Soul Echo
1	Ivory Charm	1	Desolation	1	Vision Charm
1	Jolt	2	Disenchant		
1	Knight of Valor	1	Divine Offering		

When the Decks Ran Red

In the minutes following the Pro Tour–Los Angeles finals, the decks of the Queen Mary were abuzz with discussion on **Magic** rules, ethics, and judges. The central topic: the tournament's controversial ending when Virginia's David Mills was disqualified in his championship match against Finland's Tommi Hovi. Mills nearly forfeited his winnings ($16,000) after receiving two warnings during the finals for playing a spell before tapping his mana.

Not surprisingly, Pro Tour players had diverse reactions toward the ruling, hotly debating whether it would have been more appropriate for the DCI to disqualify Mills outright, or make him forfeit only the game in question, or whether he should have received any warning at all.

Peter Radonjic of New Westminster, Canada, and Pacific Coast Legends spokesman Mario Robaina shared the opinion of most players: given the difficult circumstances, the DCI's ruling was appropriate.

"The fact that they didn't disqualify him [from the entire tournament] was good for the game. They showed they can put their foot down, but still be lenient," said Radonjic. "It's really tough," Robaina noted, "but I think they came to the right decision."

Pro Tour–Dallas Champion, Paul McCabe of Toronto, also agreed for the most part. "It wouldn't have been smart for the DCI to disqualify Mills from the tournament. He deserved the money for coming in second since he did honestly play his way up to the finals. But he also deserved some sort of penalty for not being awake and paying attention to the first verbal warnings," he said.

Chris Pikula of Chesterton, Illinois, felt that making Mills forfeit the entire match was too harsh, even though the rules call for a player's immediate disqualification after two warnings of the same type. "Mills should have lost only a game, despite what the rules say," said Pikula. "There should be some sort of common sense rule."

George Baxter of Dallas, a finalist in the 1996 U.S. Nationals, echoed Pikula's opinion that the judges should be more flexible, saying: "There should be some sort of estimate of reason to the rulings...common sense should have some sort of role in judgments. It's like the legal system; you can't always just stick steadfast to the rules, or else it becomes ludicrous.

Other players, like Brian Weissman of Campbell, California, felt that judges need to apply the rules consistently in order to set a precedent that would eradicate any cheating in the future, even if it means disqualifying a player who may not be consciously cheating. "Even though I think that they [the DCI] made the most appropriate decision, I disagree with the decision fundamentally. The rules should always be applied consistently, and by the rules, Mills should have been ejected," Weissman said.

Asia Pacific Champion Nathan Russell of Australia agreed: "I think their decision was fair, but it would have also been fair if they had just bloody disqualified him."

The opportunity for setting a precedent was of great concern to Zvi Mowshowitz, a finalist in the Junior division. "They did the right thing. If they didn't at least make him forfeit the match, they wouldn't ever be able to disqualify

by Eric Tam

anyone for cheating again."

Kansas City's Matt Place had a problem with overly harsh rules leading to inconsistent judgments. "The rules should always be enforced, and by the rules Mills should be disqualified and win nothing. But rules that lead to the disqualification of a player who isn't cheating shouldn't exist. The DCI has to make rules it can live with."

Florida's Peter Leiher had a radically different opinion from Weissman and Russell. "There shouldn't even have been a warning given in the first place," Leiher said, emphasizing the trivial nature of Mills's offense. "I don't think there's been a single big tournament where I haven't cast every spell the way Mills did." Leiher also wondered why tournament Head Judge Tom Wylie hadn't spoken to Mills sooner. "Wylie watched the semifinals without giving Mills a warning, and he was playing the same way. The DCI should just admit they're wrong," Leiher said.

Was the DCI's Ruling too Harsh? Players React to the Disqualification

Mike Long of Virginia, a close friend of Mills, also reacted with indignation to what he believed was an overzealous referee's warning. "A good referee in any sort of competition will fade into the background," Long explained. "The fact that a referee could decide the outcome of the finals is a joke." Long was also disturbed by how Mills could receive a warning for an apparently benign action.

"It comes down to the fact that Mills got his first warning for casting Wake of Vultures with the only four mana he had on the table. It was clear that there was no way he could get any sort of advantage out of it; the warnings themselves were just silly," Long added.

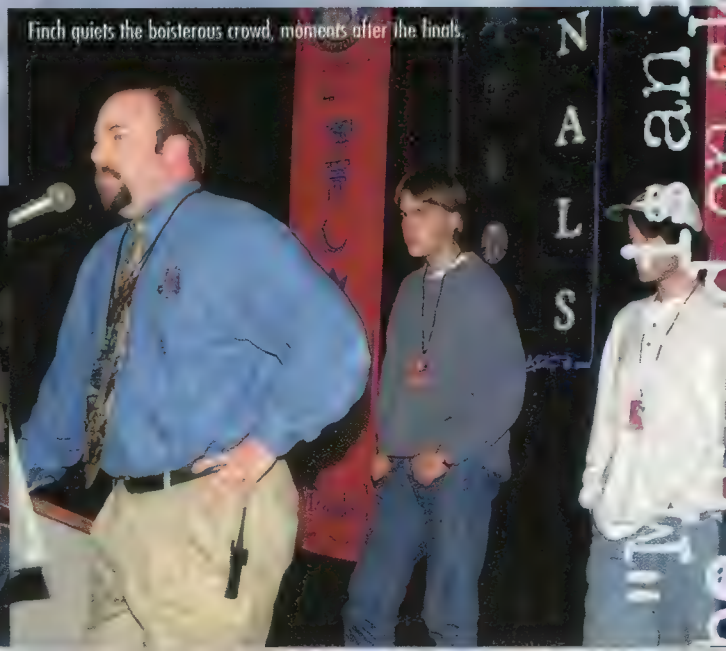
The two players directly involved in the match—Mills and Hovi—were unsatisfied by the ruling. Just listen.

"I think it was stupid," Hovi said bluntly, "I don't think he was cheating, and if there weren't any judges I wouldn't have complained."

Although Mills, who was up two games to one in the match, was gracious about losing to Hovi, he was upset about the DCI's decision.

"I don't think what happened here should reflect badly on Tommi; he still won Pro Tour–Los Angeles," said Mills. "But I want the DCI to show me a video of a single Pro Tour finals where both players wouldn't have been disqualified for playing imperfectly." Furthermore, Mills was mystified that he wasn't told about the problem with his play before the finals. "[Pro Tour Referee] Henry Stern was watching me in the quarterfinals and Wylie saw my entire semifinal match. Why didn't they call me on it before?"

Unfortunately for Mills, and every other player who's ever lost a game for making a mistake on his or her decklist, forgetting to draft on time, or not knowing the active-player rule, it seems **Magic** has become far too serious to support Mills's innocent belief—"**Magic** is an intellectual sport that should be based on skill, not on technicalities."



Finch quiets the boisterous crowd, moments after the finals.

Tips from the Pros

How to Tackle a Rochester Draft

While watching the action unfold at Pro Tour–L.A., I had the opportunity to ask the Top 8 Master-division players about their individual drafting strategies. Surprisingly, they all seemed to have very contrasting views on the best way to go about winning a Rochester Draft tournament.

Said quarterfinalist Truc Bui of Los Angeles: "My main strategy was to grab as many flankers as possible and also some fliers to back them up. I guess it's just my style of play, but I like to play aggressively, so I draft aggressively. I like the three-casting-cost 2/2s because I can drop a creature on the third turn and start attacking right away. Also, playing smaller, faster creatures means I can play with less land so that later in the duel, when my opponent is drawing land, I'm drawing creatures."

Fellow quarterfinalist Brian Weissman of Santa Barbara offered quite a different take on what makes a good deck. "I think that black and red were the obvious choices for this draft," he said. "I feel that a majority of the players will be looking to draft cards in those colors. Therefore, there should be a number of strong white, blue, and green cards that go further into the draft than they otherwise would. So those are the colors that I'm looking to draft. I like to play defensively, and those colors lend themselves well to a defensive deck.

"For example, Ward of Lights can sometimes be more powerful than a Torch, and it's usually on par with Incinerate, but most people don't understand how powerful it is and are willing to draft an inferior red or black card. People understand that Spitting Earth deals damage, but people *don't* understand that Ward of Lights can turn a losing situation into a winning one or can create an automatic win."

Weissman's signature card for the tournament: Ivory Charm. "It's the card I've been talking to everyone about. All four of the decks I drafted had Ivory charm in them, two of them had two [Charms]," he said. "It's the *Mirage-Visions* environment that makes Ivory Charm so strong. If you were to try to play Ivory Charm in *Fourth Edition,* for instance, almost nothing would happen. But because of the way *Mirage* works, Ivory Charm's ability to tap creatures and heal 1 damage can be enormously powerful. It's very, very versatile and very, very powerful—and you can often draft it *last.*"

Eventual champion Tommi Hovi of Finland, however, used a more tried-and-true strategy.

"I like red-green, mostly because green has the best creatures and red has good creatures with the best creature removal [capability]. During day 1's first draft I drafted a black-red deck and didn't do very well, but in all the drafts after that I drafted red-green and did quite well. "

Many players felt part of their success was in understanding a few key cards that many of the field underestimated. For example, semifinalist Alan Comer of San Diego had this to say: "I prefer to play two colors, but I got stuck playing three in the finals today. I think that black and blue are the most powerful. I like black because of the fast aggressive creatures like Fallen Askari, Cadaverous Knight, and even Breathstealer, which I feel is very underrated. I like blue mainly for one card: Undo. A lot of people don't understand the strength of this card, but I feel it is one of the most powerful in the environment. It is especially useful against larger creatures when you are using an aggressive, small-creature deck. Once your opponent reaches four mana and starts tapping out to play the bigger creatures, Undo can be better than Time Walk."

Finalist David Mills also had his favorites: "I usually like to draft blue-white with lots of flankers and fliers. I like to play fewer creatures and protect them with cool spells like Ward of Lights and Remedy. However, going into the final draft I was looking to draft a white-green deck that could play something on the first, second, and third turns and keep going from there, but the cards didn't come to me. Then I was hoping to go mono black, but certain cards came to me like Ward of Lights and a few other good white cards, so I thought I would play white-black. But then I was passed Ray of Command, and the Ray is my favorite card, so I wound up playing three colors somewhat against my will."

by Henry Stern

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Juniors Add a New Skill to Their Repertoire at Pro Tour–L.A.

Feeling the Draft

With $30[illegible] scholarships at stake, the right[illegible]Rochester Draft led the 124 Junior participants aboard the Queen Mary to adopt a wide array of drafting strategies. Some took the most powerful cards as soon as they hit the table, regardless of color (Kaervek's Torch, Savage Twister, Ray of Command); others focused on the colors left over once their tablemates had committed themselves; still others had color-specific strategies (black was the preferred color, although a few participants specifically excluded it); and a few even took the contrary position of counter-drafting to keep thematically important cards away from the players who were after them.

The skill level among the Juniors varied as wildly as their plans of attack: all eight quarterfinalists agreed that the first three rounds—when drafting partners were randomly assigned—were of a far inferior quality to the second three rounds, which put players at tables beside others with similar win/loss records. Overall, the Juniors have a way to go before they all achieve a consistently high level of competition in this format. However, from those eight quarterfinalists, we also saw that the best Juniors draft and play as tightly and as efficiently as possible.

The following players competed in the quarterfinals: Aaron Kline of East Windsor, New Jersey; Zvi Mowshowitz of New York, New York; Elijah Pollock of Toronto, Ontario; Scott Valleroy of Davenport, Iowa; Jess Means of Columbus, Ohio; Brian Harding and Jason Gordon, both of Fairfield, Connecticut; and Raphael Zimmerman of Albany, New York. After drafting twice during the six preliminary rounds, the Top 8 woke up early Sunday morning (some rose earlier than others) and took their seats around the drafting table once again.

Mowshowitz, for one, planned to let the cards on the table dictate what he would draft, but he constructed his deck specifically to defeat Gordon, after he noticed his opponent drafting an extremely defensive blue-white deck. Mowshowitz's quick mix of medium-sized creatures and direct damage was successful, sweeping Gordon 2–0. Valleroy suffered from a glut of mana and nothing to spend it on, eventually losing 2–1 to Means. Harding edged Pollock 2–1, a match that was partially decided by an Illicit Auction that got out of hand. Harding noted, "He [Pollock] Illicit Auctioned my creature for 10 life, and then I just Torched him." Kline proved himself to be one of the most tenacious players on the tour when he battled back from a 20–1 life deficit in his match against Zimmerman en route to a 2–0 sweep. "I just couldn't polish him off," Zimmerman said afterward. "He's a good player."

In the semifinals, Harding lasted five games but lost 3–2 to Mowshowitz. In an effort to get a favorable draw during the third game, Harding exercised the experimental Mulligan rule (which allows players to repeatedly turn in their initial hand for a new one, provided they drew one less card each time), dropping down to six cards, then to five, to no avail. In the end, he said, "My deck just petered out." Kline faced similar problems in his 3–1 loss to Means, noting, "His deck is faster than mine, he got better draws, and he won." Kline's no-excuses demeanor should continue to serve him well; coming back from 20–1 in the quarters and then narrowing an 18–6 life gap to 6–3 before finally conceding in the semis, quite literally speaks for itself.

The finals match between Mowshowitz and Means was a study in efficient game play. Both players had steady supplies of mana to enact their strategies, and both played multiple cards on each turn. Creatures were the order of the day: Means used his fliers and regenerating/self-recycling creatures to keep the pressure on Mowshowitz, and Mowshowitz relied on his Dwarven Vigilantes to clear the board for his medium-large creatures to take Means down into direct-damage range. Both players used Bone Harvest to exceptionally good effect, using the card to re-enlist key creatures whenever needed, or as a cantrip to speed things along. Means took games 1 and 3 primarily through his air assault and the key casting of Withering Boon to keep Mowshowitz's biggest threats off the board. Mowshowitz answered back in games 2 and 4 by furiously sacking his creatures to the Phyrexian Vault in order to get to his X spells. In both cases, it was Kaervek's Torch that clinched the game for him after two lengthy creature stalemates.

Game 5 was a true pleasure to watch. It began with Mowshowitz exercising the experimental Mulligan option, which he immediately regretted. "It was a huge disadvantage," he declared after the match. Despite his strong feelings on the subject, the final game was not dramatically impacted by his Mulligan; he was able to bring three decent creatures into play (Crypt Cobra, Crimson Roc, and River Boa) quickly, and the spectators were treated to a kinetic game of creatures summoned, killed, sacked, and recycled three and four times over. After losing the second game, Means decided he must play more offensively; in the last game, he lived up to that pledge, taking almost no damage while his persistent Vultures and Gravebane Zombie brought Mowshowitz down. Although his offense did kick in, Mowshowitz was unable to mount the necessary defense, or get to his direct damage in time to change the momentum, falling at last to Means's Vultures.

Juniors ponder the draft.

The next Junior event will be a Booster Draft featuring *Fifth Edition* and *Visions* at Pro Tour–New York from May 30 through June 1. Don't miss it!

by Scott McGough

Pro Tour–Los Angeles Junior Results
(March 1–March 2, 1997)

PLACE-FINISH	SCHOLARSHIP	NAME	AGE	HOMETOWN
Champion	$8,400	Jess Means	15	Columbus, OH
Finalist	$5,000	Zvi Mowshowitz	18	New York, NY
Semifinalist	$2,900	Aaron Kline	18	East Windsor, NJ
Semifinalist	$2,900	Brian Harding	16	Fairfield, CT
Quarterfinalist	$1,700	Jason Gordon	17	Fairfield, CT
Quarterfinalist	$1,700	Elijah Pollock	16	Toronto, Canada
Quarterfinalist	$1,700	Scott Valleroy	15	Davenport, IA
Quarterfinalist	$1,700	Raphael Zimmerman	15	Albany, NY
9	$500	Daniel Connelly	17	Latham, NY
10	$500	Brian Selden	16	San Diego, CA
11	$500	Rob Swarowski	17	Las Vegas, NV
12	$500	Yubin Tao	17	Mountain View, CA
13	$500	Justin Gary	16	North Miami Beach, FL
14	$500	Casey McCarrel	15	Lafayette, CA
15	$500	Patrick Chapin	16	Manchester, MI
16	$500	Noah Weil	17	St. Paul, MN
17		Louis Beryl	16	Palm Beach Gardens, FL
18		Kirk Rhoades	16	Albuquerque, NM
19		Jessica Scott	17	Anaheim, CA
20		Dan Burdick	17	Kansas City, MO
21		David Goodwin	17	Mississauga, Canada
22		Geoffrey Anders II	16	Norristown, PA
23		Melissa Lang	16	Andover, MN
24		Riad Mourssali	13	Phoenix, AZ
25		Ben Farkas	15	Latham, NY
26		Max Suver	16	Seattle, WA
27		Steven Shears	14	Whittier, CA
28		Shawn Nematbakhsh	15	San Diego, CA
29		Justin Smith	16	Woodbine, MD
30		Alex Baranosky	17	Newport, RI
31		Thomas Girard	16	Vancouver, Canada
32		Alexander Zane	17	Tujunga, CA
33		Chris Stetzer	18	Des Moines, IA
34		Dustin Jensen	15	Edmonton, Canada
35		Brad Swan	16	Landenberg, PA
36		Michael Bregoli	18	Southwick, MA
37		Sean Wolf	18	Tulsa, OK
38		Trevor Sfara	17	Farmington, CT
39		Daniel Clegg	17	San Francisco, CA
41		Donald Gronbeck	16	Minneapolis, MN
42		James Takenaga	16	Riverside, CA
43		Ben Rubin	14	San Francisco, CA
44		Brandon Baker	16	Salt Lake City, UT
45		Jason Lineberger	XX	Riverside, CA
46		Justin Schneider	15	Lutherville, MD
47		Adam Vieyra	15	San Diego, CA
48		Eric Atwood	17	Kansas City, MO
49		Roger Galvin	14	Sunland, CA
50		Jason Means	13	Columbus, OH
51		Ben Sumner	16	Lewisville, TX
52		Andrew Pacifico	17	Middleburg, FL
53		Brian Kibler	16	Derry, NH
54		Forrest Merrill	14	Allyn, WA
55		David Magnani	16	Rockville, MD
56		Herbie Lukes	15	Highland Park, IL
57		Dwayne St. Arnauld	16	Cherryville, NC
58		Jesse Powell	16	Stockton, CA
59		Mark Oster	17	Westminster, CO
60		Jeremy Schneider	14	Lutherville, MD
61		Jason Kelly	16	Jupiter, FL
62		Bryan Sammon	17	Carrollton, TX
63		Dave Setwyn	17	Reedsburgh, WI
64		Jason Moungey	18	Waterloo, WI
65		Mike Britton	16	Temecula, CA
66		Glen Goykhberg	17	Mayfield Hts., OH
67		Jeremy Baca	16	Richardson, TX
68		Kevin Baker	15	Schaumberg, IL
69		Phillip Hua	17	San Jose, CA
70		Ron Schubert	12	Washington , D.C.
71		Kevin Shaffer		Portland, OR
72		Eric Phillipps	17	Lincroft, NJ
73		Brian Wilson	18	Redmond, WA
74		Nate Foure	17	Devon, PA
75		Patrick Fleischman	15	Bronx, NY
76		Jacob Mooney	15	Overland Park, KS
77		Jason Opalka	17	Parma Heights, OH
78		Erik Landriz	18	Santa Barbara, CA
79		Brandy Williams	18	Moorhead, MN
80		Eddie Porter	17	Columbus, OH
81		Michael Reilly	14	Edmonton, Canada
82		Carlos Keating	15	El Paso, TX
83		Bryan Lynch	18	Somerset, MA
84		Andrew Hallock	16	Homer, NY
85		Dan Britton	18	Temecula, CA
86		Ryan Stampke	15	Wahiawa, HI
87		James Murphy	17	Arlington, TX
88		Steven Wolfman	17	North York, Canada
89		Andy Writt	16	Wheaton, IL
90		Thomas Keller	16	Scottsdale, AZ
91		Chris Clark	16	Auburn, AL
92		Jamie Parke	15	Syracuse, NY
93		Jason McMahon	18	Westfield, MA
94		Jason Anders	14	Norristown, PA
95		Kyle Smith	14	San Diego, CA
96		Travis Yi	18	Lakewood, WA
97		Vinnie Falcone	14	Metairie, LA
98		Marie Suver	XX	Seattle, WA
99		Steve Hirsch	15	Wantagh, NY
100		Stephen Hargrove	14	Newport, R.I.
101		J.J. Campanaro	14	Costa Mesa, CA
102		Travis Renk	15	Anchorage, AK
103		Tom Fitzpatrick	16	Las Vegas, NV
104		Andrew Manser	14	Holly, MI
105		Daniel Rohrabaugh	13	Bellingham, WA
106		David Williams	16	Ft. Worth, TX
107		Tris Davenport	17	Walnut Creek, CA
108		Jason Rodriguez	15	El Paso, TX
109		Tyler Gurciullo	13	Los Angeles, CA
110		Doug Gardner	14	Glen Ellen, CA
111		Chris Benafel	14	Bellevue, WA
112		Jordan Richardson	14	Vancouver, WA
113		Eric Jenes	16	Fort Collins, CO
114		Song Ly	15	Vancouver, Canada
115		John Meeth	14	Cave Creek, AZ
116		Kayle Hoehn	13	Fort Collins, CO
117		Josh Sellers	16	Tujunga, CA
118		Eduardo Ito	18	Toronto, Canada
119		Eddie Grubaugh	18	Berkeley, CA
120		Timothy Lyons	18	Iowa City, IA
121		Cory Jensen	17	Omaha, NE
122		Jeff Simoneau	17	San Jose, CA
123		Matthew McComb	17	Santa Barbara, CA

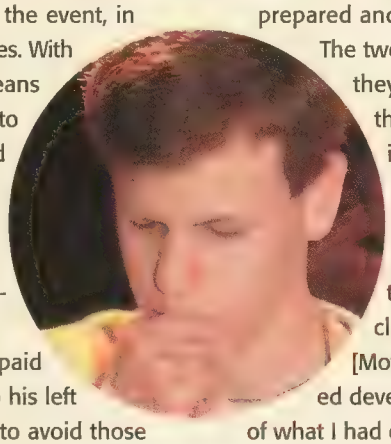
by Scott McGough

maybe I CAN WIN

Speaking of Aaron Kline, who he decisively beat 3–1 in the semifinals, Jess Means said, "Our games were really close. After I beat him, I thought, 'Maybe I can win a Pro Tour [event].'"

Such a level-headed understatement after defeating one of the finest Juniors in the Pro Tour is simply the status quo when speaking to the articulate fifteen-year-old. Hailing from Columbus, Ohio, dressed in monochrome white, and accompanied by his father (a dedicated collector who frequently attends Pro Tour events), Means eschewed the clever T-shirt slogans and the flashy attitude sported by many Pro Tour competitors. Instead, the longtime player (he started playing **Magic** with *Legends*) brought to his matches a cool demeanor, a solid game plan, and the skills to pull it off. Aboard the Queen Mary, this complete package earned him the $8,400 championship scholarship.

To prepare for the Rochester Draft, Means actually steered clear of the format until the night before the event, in order to better focus on the cards themselves. With five boxes of *Visions* at his disposal, Means played a great deal of straight sealed deck to become familiar with both the cards and the lightning-quick judgments he'd have to make while using them for deck construction. After qualifying for Pro Tour–L.A., he continued to play at *Mirage* Limited Qualifiers "for the experience."



In terms of a drafting strategy, Means paid close attention to what the two players to his left and right were drafting, and then drafted to avoid those colors. His reason: if he were not competing with his neighbors for the same color, he would have access to more useful cards in other colors. Once he had settled on black-white, he stuck to his guns. "It can really hurt your deck if you change strategy in mid-draft," he said. His strategy netted him half of the white Griffins available (which became a cornerstone of his deck), an exceptionally strong mix of stubborn, hard-to-block creatures, and a healthy pinch of creature removal.

Means's preparation and drafting acumen began to pay off immediately in the quarterfinals. Like Mowshowitz, he knew who his quarterfinal-round opponent would be and constructed his deck specifically against him.

"He [Valleroy] had a really strong deck with lots of direct damage, so I knew I had to win the first game to win the match. It was very, very close." Means had still more words of respect for his semifinal-round opponent, Aaron Kline: "He wasn't satisfied with his deck, but I thought it was pretty strong." For the field in general, Means had this to say: "All the drafters I saw were really strong. The first three [rounds] were weak, but the second three improved dramatically. It kept getting harder as you went up, because the format eliminates weak drafters."

Surviving the process of elimination and achieving the peak of difficulty in the process, Means found himself facing off in the finals against Zvi Mowshowitz, an excellent player who prepared and strategized at least as much as Means. The two competitors traded game after game as they furiously summoned creatures and put them to work on their behalf. Means's ability to field a seemingly endless stream of fliers, swampwalkers, and recyclable creatures won it for him in the end, but it took all of his sustained concentration to pull it off. "I never knew I had it clinched until the fifth game. After he [Mowshowitz] Mulliganed and my deck started developing, I saw that even if he could get rid of what I had out, I could back it up from my hand.

"He had a very strong deck," Means reflected. "I needed to go very offensive in the last few games because I knew he'd blast me with a big spell as soon as he got the chance."

Besides his scholarship, Means earned invites to the next five Junior Pro Tour events. His opinion on going up to the Master division? "No time soon," he said. "As soon as my streak runs out, I'll consider moving up."

When he does, pay close attention. It's those quiet ones you have to watch out for.

by Scott McGough

Going with the Flow

Zvi Mowshowitz's Flexible Strategy Takes Him to the Junior Finals

Averbose as he was during our post-match interview, Zvi Mowshowitz was able to sum up his multi-faceted drafting strategy for Pro Tour–L.A. in two succinct words: "Cards dictate." Many players in both divisions employed the strategy of taking the most powerful cards on the table, regardless of color, and building three- or four-color decks based on those cards. Few were as focused as Mowshowitz, however. He described his mindset at the actual draft as "completely improvisational." "I've got a feel for what works, rather than a prefab strategy, and I'm ready to change my colors based on the cards that come my way." He was not joking. During the draft itself, his color focus went through five distinct evolutions before fixing on black-red-green...and he still constructed a deceptively elegant deck that took him to the fifth game of the finals.

Mowshowitz, an eighteen-year-old resident of New York City, was well prepared for the Rochester Draft. He and his fellow Neutral Ground teammates played the format two to three times a week under the tutelage of Pro Tour stalwarts Sean Fleischman and Steven O'Mahoney-Schwartz. These practice sessions broke down into two types: first, players rehearsed the rigors of the format and practiced making decisions within the strict time limits; they then laid out more cards and brainstormed the merits/drawbacks of each during every conceivable stage of the draft. Mowshowitz came to the Queen Mary with the enormous advantage of complete familiarity with both the cards and the manner in which they could be used.

For certain he used all the cards he drafted to their fullest extent. Describing his loss in the finals, Mowshowitz said, "He [Means] had more power, and better ways to win, while I had to win with funny business." The "funny business" he refers to was actually an extraordinarily aggressive manipulation of cards and effects to ensure his deck strategy worked. Mowshowitz's basic plan was to use his creature-removal cards to clear a path to his opponent, let his medium-sized, medium-expensive creatures do enough damage to bring his opponent's life total down to single digits, and then end the game with Kaervek's Torch (this basic strategy was entirely successful in Games 2 and 4).

The "business" came in part from his furious use of Phyrexian Vault to cycle through his library to get his key spells; for a player who believes "more creatures than your opponent is what lets you win [Limited]," he displayed a marked eagerness to sack his own creatures for more cards. Combined with Bone Harvest to recycle his forces, Mowshowitz was able to effectively double his draw every turn as soon as Phyrexian Vault hit the table. Other bits of "funny business" included the use of the multicolor spells Delirium and Discordant Spirit to turn his opponent's biggest creature assets into damage-dealing handicaps; and something he calls the "Dwarven Vigilante lock," wherein at least one of his Dwarven Vigilantes scores and uses the extra dash of creature damage to clear the board of potential blockers...thereby ensuring it will score again the next turn, and repeat the process.

Mowshowitz took losing to Means in the finals gracefully. After wringing every last ounce of offense and defense from his cards and taking the eventual champion to the limit, the runner-up had to admit that Means's deck was extremely well-suited to defeat his own. In the end, his creatures with flying, regeneration, and swampwalk were simply too much offense for Mowshowitz's "funny business." In his own words, "My deck did a very good job of getting a lot of ground power out, but if I can't use my tricks to kill off his creatures, he's going to kill me first every time." For second place, Mowshowitz earned a $5,000 scholarship.

Mowshowitz is strongly considering a move to the Master division for Pro Tour–Paris. Even though there will be no Junior event, he is already qualified, and is confident that his training regimen will help him make the most of Paris's *Mirage-Visions* Constructed format. In his opinion, "No one has mastered" *Mirage-Visions* yet because the set is still so new. He is not entirely sure he's ready for the Masters, however, and moreover can't justify a transatlantic plane ticket if he doesn't finish in the Top 64. With the training resources available to him, the skill at his command, and the age limit looming, it truly is only a matter of time before the Masters gain yet another dangerous competitor.

TOP 4 JUNIOR DECKS

JESS MEANS, Junior Champion

Jess Means went into the final-round draft hoping to get "a really fast black deck," but his primary strategy was to watch what the two players on each side of him were taking. That way he could choose colors for each direction of the draft's rotation where his neighbors wouldn't be grabbing the best cards right before they reached him. He ended up with a black-white deck featuring strong mid-sized creatures: four creatures with flying, two regular flankers, and two super-flankers, along with a couple of pumpables, a regenerator, and two self-recycling creatures. He also managed to draft two Bone Harvests, which kept his creatures coming back for more. Pacifism and Withering Boon helped cut down on his opponent's creature supply, and Grave Servitude and Healing Salve could each help out in a battle. He finished the deck off with two strong black spells: Coercion, to yank the most dangerous card out of his opponent's hand, and Infernal Harvest, to kill a creature or deal a finishing blow to his opponent.

Jess Means

2	Bone Harvest
1	Brood of Cockroaches
1	Coercion
1	Daraja Griffin
1	Dirtwater Wraith
1	Ekundu Griffin
1	Femeref Knight
1	Funeral Charm
1	Grave Servitude
1	Gravebane Zombie
1	Healing Salve
1	Infernal Harvest
2	Knight of Valor
1	Pacifism
8	Plains
1	Python
1	Restless Dead
1	Sewer Rats
9	Swamp
1	Teremko Griffin
1	Wake of Vultures
1	Withering Boon
1	Zhalfirin Knight

the Sideboard

1	Archangel
1	Bad River
1	Barbed Foliage
1	Boomerang
1	Dazzling Beauty
1	Death Watch
1	Divine Offering
1	Dream Cache
1	Ebony Charm
1	Heat Wave
1	Inspiration
1	Mana Prism
1	Merfolk Raiders
1	Mire Shade
1	Mtenda Lion
1	Noble Elephant
2	Plains
1	Rampant Growth
1	Sapphire Charm
1	Solfatara
1	Stone Rain
1	Suq'Ata Assassin
2	Swamp
1	Teferi's Drake
1	Urborg Mindsucker
1	Urborg Panther

ZVI MOWSHOWITZ, Junior Finalist

Zvi Mowshowitz spent the first part of the draft collecting black and white spells, but after picking up some strong multicolor spells—Delirium, Discordant Spirit, and Savage Twister—he switched to black-red-green. His main focus was to draft big creatures. "If you draft a 3/3 or a 3/4, it's going to take something with it almost no matter what happens," he said. "And if your deck is composed entirely of big creatures and good spells that remove a creature, and you have a few fliers, you're in very good shape." Besides a healthy collection of creatures, Mowshowitz also ended up with an amazing *four* damage spells: Kaervek's Torch, Savage Twister, Infernal Harvest, and Simoon. Bone Harvest, Infernal Contract, and Phyrexian Vault all helped keep his hand full of creatures. Of his fifteen creatures, half were 3/2 or bigger, and most of the rest were 2/2 with good abilities. His pair of Dwarven Vigilantes proved especially nasty in his semifinal match against Brian Harding when he got the pair out together, preventing Harding from keeping any creatures in play until he could produce two creatures large enough to block a Vigilante and survive.

Zvi Mowshowitz

2	Barbed-Back Wurm
1	Bone Harvest
1	Bull Elephant
1	Crimson Roc
2	Crypt Cobra
1	Delirium
1	Discordant Spirit
1	Dwarven Vigilantes
5	Forest
1	Gibbering Hyenas
1	Infernal Contract
1	Infernal Harvest
1	Kaervek's Torch
6	Mountain
1	Nekrataal
1	Phyrexian Vault
1	Quirion Ranger
1	Raging Spirit
1	River Boa
1	Savage Twister
1	Simoon
7	Swamp
1	Uktabi Orangutan

the Sideboard

1	Crash of Rhinos
1	Dark Ritual
1	Disenchant
1	Divine Offering
1	Ekundu Griffin
1	Elixir of Vitality
1	Favorable Destiny
2	Femeref Scouts
1	Feral Instinct
1	Ivory Charm
1	Jolt
1	Keeper of Kookus
1	Mangara's Blessing
1	Memory Lapse
1	Mob Mentality
1	Power Sink
1	Quirion Ranger
1	Resistance Fighter
1	Sabertooth Cobra
1	Shaper Guildmage
1	Skulking Ghost
1	Song of Blood
1	Spatial Binding
1	Tremor

Analysis by Beth Moursund

AARON KLINE, Junior Semifinalist

Aaron Kline built a balanced white-red-green deck around a core of eight 2/2 and 3/3 creatures, backed up by a few larger ones, three creature enhancements, and three anti-creature spells. The deck's main weakness was its heavy casting costs. Once Kline reached the four-mana threshold he was in great shape, but until he drew that fourth land card he was nearly helpless. To help avoid mana stumbles, he included eighteen lands in a forty-card deck, for a 45-percent ratio. Though this may seem high, almost all of the finalists played similar land percentages, even those with faster decks. Kline said his best cards were Canopy Dragon, Fireblast, and the often-overlooked Parapet. "Believe it or not, Parapet was probably one of the key cards in my deck." Kline didn't go into the draft with any particular colors or strategy in mind, and he didn't do any defensive drafting. He just tried to draft whatever colors the majority of other players weren't drafting, and made his deck as good as possible.

Aaron Kline

1	Afterlife
1	Armor of Thorns
1	Canopy Dragon
1	Ekundu Griffin
1	Elven Cache
1	Femeref Knight
1	Fireblast
6	Forest
1	Giant Mantis
1	Healing Salve
1	Hulking Cyclops
1	Kyscu Drake
1	Lightning Reflexes
6	Mountain
1	Noble Elephant
1	Pacifism
1	Parapet
6	Plains
2	Raging Spirit
1	Reign of Chaos
1	Stalking Tiger
1	Teremko Griffin
1	Viashino Sandstalker
1	Vigilant Martyr

the Sideboard

1	Agility
1	Armorer Guildmage
1	Binding Agony
1	Disenchant
1	Femeref Healer
1	Goblin Elite Infantry
1	Goblin Recruiter
1	Goblin Soothsayer
1	Healing Salve
1	Illumination
1	Infantry Veteran
1	Mtenda Herder
1	Ovinomancer
1	Prismatic Circle
1	Quirion Ranger
1	Ritual of Steel
1	Serene Heart
1	Song of Blood
1	Soulshriek
1	Spider Climb
1	Sun Clasp
1	Tranquil Domain
1	Tropical Storm
1	Vision Charm
1	Warrior's Honor
1	Wicked Reward

BRIAN HARDING, Junior Semifinalist

Brian Harding started out drafting black and green, but he got three lucky picks in other colors: a first-pick Kaervek's Torch and two Ray of Commands, one first-pick and one second-pick. So he abandoned his two Granger Guildmages and other green cards and ended up building a fast black deck with splashes of blue and red. (He did, however, keep some forests in his sideboard, so he could swap in the green if it seemed appropriate.) With three Sewer Rats and Shadow Guildmage, Harding had a good chance of being able to drop a creature on the first turn of each duel. After that, the creatures would just keep coming and getting bigger. If the initial creature rush wasn't enough to finish his opponent off, two Wall of Corpses and Dream Fighter, along with Ray of Commands, Power Sink, and Dark Banishing, could usually hold off the opponent until Harding could play his Crypt Rats or Kaervek's Torch for the final blow. Mystical Tutor gave him twice the chance of getting the Torch.

Brian Harding

1	Burning Shield Askari
1	Crypt Rats
1	Dark Banishing
1	Dream Fighter
1	Grave Servitude
1	Gravebane Zombie
5	Island
1	Kaervek's Torch
4	Mountain
1	Mystical Tutor
1	Power Sink
1	Python
2	Ray of Command
3	Sewer Rats
1	Shadow Guildmage
1	Suq'Ata Lancer
9	Swamp
2	Tar Pit Warrior
1	Wake of Vultures
2	Wall of Corpses
1	Wand of Denial

the Sideboard

1	Armorer Guildmage
1	Blighted Shaman
2	Builder's Bane
1	Dissipate
1	Ebony Charm
1	Femeref Healer
1	Firebreathing
4	Forest
1	Funeral Charm
2	Granger Guildmage
2	Lightning Reflexes
1	Mountain
1	Quirion Elves
1	Regeneration
1	Relic Ward
1	Shrieking Drake
1	Spatial Binding
1	Spider Charm
1	Tremor
1	Urborg Mindsucker
1	Vampirism
1	Vision Charm
1	Wicked Reward
1	Worldly Tutor

What Controversy

by Scott McGough

I don't think anyone will hang me from a tree for stating that, sometimes, **Magic** players like to argue about the rules at least as much as they like to play the game. So, maybe I am old- fashioned, but can anyone explain to me how a player being cautioned, warned, and ultimately disqualified for multiple commissions of a clear rules infraction reflects badly on the tournament itself? How can three judges, including the Head Judge, be on top of the situation, in complete agreement, but still be questioned on the validity of their decision? Or how this three-way meeting of the minds raised doubts about the judges' competency in the first place?

Sure, David Mills's infraction was a relatively minor one: he was placing spells on the table before he tapped the mana for them. Granted, Tommi Hovi didn't want to win via Mills's disqualification, especially one handed down over a rule that he himself doesn't support and wouldn't have mentioned. But the explosion of outrage? The near-riot? The self-serving, wounded cries of, "Are we going to let them get away with this?" echoing throughout the assembly? These I cannot accept and will never grant.

If you cut a corner while running a marathon, you are disqualified (and this actually happened in L.A. the same weekend as the Pro Tour). If you improve your lie in professional golf...hell, if you carry too many clubs in your bag, you are disqualified. Why? Because it's The Show. You're playing for money, big money, and lots of people are watching. They're watching to see how the pros play at the highest level, to see how the game looks when every "i" is dotted and every "t" is crossed. Despite how it looked on the viewing monitors, Mills was not cavalierly kicked out of the finals: he was informally cautioned no less than three times, and officially warned twice. According to the floor rules, he was playing sloppy, and a player gets warned for such sloppy play during the finals match at any Pro Tour event with $26,000 on the line. After all, you're part of The Show. This is what people want so see and analyze, and by showing up and paying your entrance fee and filling out your player's waiver, you're agreeing to the strictest possible scrutiny, as well as the fallout if you fail to measure up under such scrutiny.

It would be best if there was complete consistency among the judges at a given event, if they were all-seeing and completely fair in their application of the strict rules laid down by the DCI. The idea of a players' association to appeal questionable rules or rulings is a valid one: most top-level players have spent at least as much time pondering the rules as DCI judges have. If nothing else, it would make food for thought and an interesting, intelligent conversation. That being said, it still doesn't matter that Mills claims to have never played the way he was supposed to, or that Hovi didn't want him to be disqualified, or that other players in previous matches had committed the exact same mistake Mills did. He was warned, repeatedly, that the judges officiating over this particular match wanted him to follow the rule in question. Should the judges have ignored the floor rules they'd spent hours memorizing to accommodate one player? Should we have little finalist/judge powwows before every finals match so we can determine ahead of time the special conditions the players usually play under?

Of course not. Judges should constantly strive for fairness and consistency. Good judgment is a direction, rather than a destination, and needs to be alive, interactive, and constantly reevaluated. For their part, the players need to play by the rules that the judges consistently enforce. If they cannot alter their style of play to comply with the official floor rules, especially when they are repeatedly reminded of those rules, they must expect to be disqualified. If they are so rigid and uncompromising in their game that they can't break a bad habit for one match, even one game, then who is at fault when the judges call them on their mistakes? Just as judges need consistency and common sense, players need flexibility and common sense.

Andrew Finch's final decision on this matter demonstrates the best of both worlds. Correctly determining that neither a complete disqualification or a mere slap on the wrist would serve the needs of the Pro Tour or the larger **Magic** community, Finch decided that Mills would be penalized for repeatedly breaking the floor rules, but that the infraction was not of sufficient gravity to warrant his being removed from contention entirely. I may be old-fashioned, because I thought Mills clearly cut that corner and deserved to be disqualified, but even I can see the validity of Finch's ruling.

Let's all hope for a little more consistency, flexibility, and common sense the next time around.

What Really Went Wrong Aboard the Queen Mary

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Juniors Write

compiled by Eric Cagle and Patricia Krause

The following questions were compiled at the Wizards Apprentice Workshop after quizzing volunteer youngsters (ages eight to sixteen) who meet quarterly to discuss "Junior" **Magic** ideas.

1.) *How can people trade their cards and avoid getting hoodwinked in the process?*

Remember: price guides aren't all they're cracked up to be! Many trade magazines—such as *Scrye* and *InQuest*—include price guides that show the "going price" for cards and complete sets. These numbers reflect average prices local retailers are requesting for single cards. Where do they get those numbers? It's anybody's guess. The numbers are simply a price they're hoping to get for a particular card, but there's no "official" price to actually go by. Just because someone says "the price guide in *InQuest* says this card is worth $75" doesn't mean you have to pay that much. The art of negotiating is quite prevalent. Remember, you can always trade for the cards you really want.

2.) *What's the easiest way to locate a **Magic** tournament?*

The most reliable way to find out which big tournaments are coming up—such as the Pro Tour, Pro Tour Qualifiers, and Grand Prix events, is to contact Wizards of the Coast. We have extensive information on where tournaments are being held, formats being played, registration information, and so on. You can contact either Wizards customer service at (206) 624-0933, or the DCI at (206) 204-7335.

Most retailers who carry Wizards products are also "in the know" when it comes to tournaments in their respective areas. This is especially the case for smaller, local tournaments that aren't related to any major upcoming tournaments (Pro Tour and Grand Prix events) or events that aren't DCI-sanctioned. Ask your local retailer if he or she knows of any tournaments taking place either in the area or within his or her own store. It's quite likely if the retailer is hosting tournaments in his or her store, that retailer is also part of the Arena league, which is explained below.

3.) *What does it take to become a **Magic** judge?*

In most cases, just being a proficient **Magic** player (with a solid grasp of the rules) is enough to be a good judge for friendly play. However, if you are interested in becoming "official," we recommend you try working alongside an existing judge in your area, volunteering for any tournaments that he or she may be judging. This will enable you to learn tournament styles, specific rulings, and how to handle awkward situations you couldn't learn any other way.

Wizards is in the process of establishing a Judge Certification Program for large-scale tournaments. Essentially, you need to pass a written test (monitored by a certified **Magic** judge in your area) to test your **Magic** knowledge. You can also take the test at any major event that is sponsored by the DCI, including Pro Tour events and major conventions (GEN CON, Origins, DragonCon, etc.). Upon successful completion of the test, you will be asked to volunteer at two more tournaments under the watchful eye of the local **Magic** judge who tested you. Just as soon as your "apprenticeship" is over, you'll be certified!

4.) *Can you give me one good strategy that I should play game to game?*

Play with lands. The basic strategy beginners need to remember is to know their decks' contents. Always think about which cards in your deck you'd really like to show up

soon, and why. Knowing exactly what is in your deck gives you a better idea of what's coming up, and more than anything else, makes it much easier to fix. If you know you've got plenty of cards in your deck that you never use, it's much easier to figure out if you know your deck inside and out. How many of each card do you have? What are their casting costs?

5.) *How does a new player beat a rich player? For instance, I can't afford the most expensive cards, so what kind of deck do I build?*

Expensive doesn't necessarily mean better. The player who has the "expensive" cards is often the player who is very inexperienced. The key to winning is building a deck that you're comfortable with and practicing over and over again. Many players with "expensive" cards have been defeated by experienced players who constructed killer decks using only commons.

"Touchstone" decks are easy to build and are actually quite deadly; you can usually find these deck recipes in many of the trade magazines. You're not going to beat someone with a vicious Classic (Type I) *Unlimited* deck, however, so be sure to take advantage of the DCI tournament rules to dictate the deck construction. If you've only got *Mirage* and *Fourth Edition* cards, you'd be wise not to play Classic.

6.) *Where can I go to play just socially?*

Usually, the same places that sell **Magic** are great places to play **Magic**. Comic book and game stores are by far the most common places where people meet to play the game, trade cards, and buy new ones.

Many youngsters are asking about **Magic** clubs within their schools and various community organizations, and Wizards plans to meet this demand by offering official support to **Magic** clubs this fall. Wizards Arena–The League for **Magic** is also an easy way to play **Magic** with players who live in your area. Arena allows you to play **Magic** any day of the week at a variety of participating retail stores. *(See page 47.)*

7.) *I find the rulebook hard to understand. How else can I learn about the rules?*

The absolute best way to learn about the game is to have another person teach it to you. That way, you can ask questions and learn from your mistakes much quicker. The best places to find people who are willing to teach you are the same places previously mentioned: hobby and game stores.

Local Seattle youngsters who participated at the Wizards Apprentice Workshop included:

Trevis Snooty
Jeff Malcolm
Aaron Krause
Emily Krause
Chris Sutton
Jesse Wilke
John Sepulveda
Jonathan Campbell
Jessie Ferguson
Erin Ferguson
Joel Gazaway
Will Hanes

Did you know?

- The Annual Origins Convention, which will be held in Columbus, Ohio, July 17–21, is seeking Junior teams (ages 15 and under) to play on Thursday, July 17. Teams of four will compete in a nonsanctioned Limited (Sealed-deck) *Mirage* tournament. Submit your team names to Patricia Krause, Coordinator, Junior Events, Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707, by June 1. Team admission is $15 (cards included); please pay onsite.
- Siblings Marie and Max Suver of Seattle were the two Junior finalists in the Boys and Girls Club Pro Tour–Los Angeles Qualifiers held January 25. Both won invitations and an all-expense-paid trip to Pro Tour–L.A. The Juniors were escorted by Sue Miller, Youth Director at the Boys and Girls Club of Mercer Island (WA). A special thanks to the Ballard Boys and Girls Club, Park Lake/White Center, and the Redmond Boys and Girls Club, which served as sites for multiple Junior events.
- Thirty members of the Boys and Girls Club in Huntington Beach, California, were guests of Wizards during Pro Tour–Los Angeles, and were awarded free admission to the event and the opportunity to meet **Magic** artists, participate in side events, and watch the exciting finals.
- **Magic** players at Pro Tour–L.A. showed their generosity by donating nearly 10,000 **Magic** cards to the Huntington Beach and Long Beach Boys & Girls Clubs.

Want to start building a deck?

Use red and green and include the following card combinations in your deck: ten creatures, fifteen direct-damage spells (Fireballs, instants, X spells), and fifteen lands.

Strong cards to have in your deck:

- Lightening Bolt: Deals 3 damage
- Disintegrate: Deals X damage (the amount of mana you tap)
- Incinerate: Deals 3 damage
- Fireball: Deals X damage
- Stream of Life: Gives you X life (the amount of mana you tap)

If you have other questions, you can contact the Wizards Customer Service line at (206) 624-0933. The customer service reps can answer just about any questions you might have about the game.

All Hands on Deck

The Magic Military League Kicks Off at Pro Tour–Los Angeles

by Freddi Scott

As a young Army recruit, the sense of service pride was deeply instilled during my basic training. As I progressed in my military career, that sense of pride was passed down to my fellow soldiers and members of my immediate household. My son holds true—although he's only five—all that was instilled in me about duty, honor, and country. And, naturally, which branch of the service is best overall.

This age-old tradition was well represented at the first officially sponsored Wizards of the Coast **Magic** Military Tournament. Held aboard the Queen Mary in Long Beach, California, on March 1, the Pro Tour–L.A. Military Tournament attracted not only the four branches of the United States Armed Forces, but their dependents, the U.S. Coast Guard, and Department of Defense civilians, as well.

"You could tell who was here for the Military Tournament," commented onsite Judge Heather Henricks. "I'd never seen such a courteous and prompt group of **Magic** players."

Although their haircuts may have set them apart from core **Magic** players, their sense of competition and skills did not. I took great pride in knowing that the entire world was about to taste the military's **Magic** skill. I gazed upon the representatives of each branch, over half participating in their first organized tournament, tearing open their sealed decks and boosters to make **Magic** history. And yet, my personal pride in the Army could not be overcome. Yes, the majority of players were members of the United States Marine Corps...the location alone dictated that. The Queen Mary was a ship; thus, the Navy personnel would feel more at home. Yes, the Air Force pride themselves on sound strategic planning, and mostly pilots and flight crew were represented there that day.

Would Army soldiers even make it to Los Angeles? The nearest Army installation is more than a hundred miles away. Although the majority of Army **Magic** players had traveled to compete in the Pro Tour–Paris Qualifier and the Pro Tour–L.A. competition itself, there was a fair turnout of Army players in the Military Tournament. I tried not to show my bias as the players registered for the event. (And, may I add, in complete order, on time, and with little to no confusion. Ahhh, military discipline...the civilians were impressed!)

But, after five grueling hours of Limited play, only the U.S. Marine Corps rose to the ultimate challenge. The full spectrum of military players was well represented, however, as the final four included an Air Force dependent, a Navy seaman, an Army Warrant Officer, and a Marine Sergeant. In the end, it was Sgt. Thomas B. Blair III, U.S. Marine Corps, who walked away with the title of top military player. I look forward to seeing him defend his title at Pro Tour–Meinz in Germany next November, the site for the next **Magic** Military Tournament. And he has assured me he won't let us down. Of course, my service pride assures me of a stronger Army presence. I'm sure they won't let me down, either.

U.S. Marine Earl Blue III practices his **Magic**

THE MILITARY LEAGUE: JUST THE FACTS

Who's eligible?

Any active duty military personnel, dependent, or Department of Defense civilian.

Where can you play?

Any location where you can find four or more Military League members: barracks, recreational centers, field tents, and so on.

What exactly is it?

A social, semicompetitive arena for **Magic** play. Each season has a specified format that is played worldwide. Results of matches are sent to Wizards of the Coast headquarters and are tabulated into rankings (by service branch and overall). The Top 10 players in each branch receive prizes from Wizards of the Coast. Rankings are as important or unimportant as you wish. Each season resets your score back to 1600. At the end of each season, you can compete in special Military League tournament. It is your chance to ease your way in to competitive **Magic** play, and *any* match you play against another Military League members counts towards your interservice ranking.

Where can you get more information?

Email: <military@wizards.com>

MARINE EARNS TOP BILLING

Presently, the official top U.S. Military **Magic** player is Sgt. Thomas B. Blair III, U.S. Marine Corps. Hailing from Poway, California, Sgt. Blair is stationed at Camp Pendleton, California, and has been a member of the Marine Corps for four and a half years. He's been playing **Magic** for less than a year.

"A Marine buddy taught me how to play when I was hanging around the barracks last year," said Blair, who hasn't stopped playing since. Although he's only played **Magic** for about six months, he has played in "about a hundred" DCI-sanctioned tournaments already. Blair plays mostly on Saturday nights at the Costa Mesa (CA) Women's Club, one of the largest **Magic** gatherings in the area, joining an average of 120 players for Classic and Classic Restricted play each week.

Not only does Blair have the honor of being the top military player, he's also a member of the Merchant Team Challenge winning team—"Team Crius"—which was comprised mainly of active duty and prior service military personnel.

"My favorite format is Type 1.5 and Sealed-Deck tournament play," declared Blair. "In Type 1.5, I can use all the old cards, since I prefer a lot of burn. I like the Sealed Deck format because it is more of a test of what a player can do in a limited environment. It proves what kind of strategy you can create with your given force, rather than how much money you have invested in your deck. It is a true test of strategic mettle."

Blair's winning deck at the Pro Tour–L.A. Military Tournament included three Circle of Protections and Skull Catapult. "I usually prefer a red and black deck that concentrates on destroying land. I attack with a lot of small creatures and burn my opponent out," he said.

One of the major differences between civilian **Magic** players and military **Magic** players is the presence of sharing any card. "You only have so many cards on a ship, and it is no fun just stomping on someone who isn't as experienced a player as you," said Blair. "Therefore, you see a lot of teaching and sharing expensive and key cards just to create a more even player base. For the most part, military **Magic** players are more interested in the playability rather than the collectability of cards. Of course, there are a lot of players like me who do both."

Sgt. Blair, a crypto technician, is about to embark on a six-month deployment aboard the USS Boxer. Although Pro Tour–L.A. was his first professional tournament, he promises to defend his title at Pro Tour–Meinz in Germany. Look to challenge Sgt. Blair in your preparation for competition at any USS Boxer port of call. This Marine is always prepared!

Freddi and the Champ, Sgt. Blair.

Compiled by Andy Collins

Arena League News

Spring Season Update

Arena's '97 Spring Season runs April 11 through May 18 and features the Continuous Draft format. This Limited format tests players' deck-building skills, as it requires them to build a new deck from a limited pool of cards before each match. Last featured in Arena's '96 Autumn Season, Continuous Draft received glowing reviews from players and retailers across the nation.

In Continuous Draft play, you begin with a set number of starter deck(s) and/or booster pack(s) as determined at the beginning of play. For the '97 Spring Season of Arena, each player must purchase three booster packs of any combination *of Fifth Edition* and/or *Mirage.* Thus, players may choose three packs of *Fifth Edition,* three packs of *Mirage,* or two packs from one set and one pack from the other.

Before the first draft only, each player may be required to remove a number of cards from play before proceeding. This is the only time a player may remove cards from play. For the Spring Season, each player must remove one card before the first match. This card will *not* be included in future drafts; it is for you, the player, to keep as your own.

Duelist #13 diagrammed how Continuous Draft works in Arena; additional information can be found in the Arena Floor Rules, the *Player's Guide to Arena* (available at your local store when you register for Arena), or on Arena's website at <http://www.wizards.com/Arena>.

Radiant Season Preview

The '97 Radiant Season of Arena, which begins May 30, will feature the Standard format. Sets legal for use in the Radiant Season are *Fifth Edition, Alliances, Mirage,* and *Visions. Weatherlight* will not be legal for use in Arena's Radiant Season.

Winter Season Review

Arena's '97 Winter Season ran from January 3 through February 9. The following players placed in the Top 10:

Rank	Player	Rating	Store (City, State)
1	Marcus King	2170	Gamers Guild (Battle Creek, MI)
2	Hayim Mizrachi	1992	Wizard's Playground (Las Vegas, NV)
3	Alexander Wei	1948	Orbit Comics (San Gabriel, CA)
4	Jeffrey Ferreira	1910	Who's on First Comics (Hayward, CA)
4	Gordon Dinsmoor	1910	Galaxy Cards & Comics (Naperville, IL)
6	Craig Dushane	1903	West Michigan Sports Card Connection (Grand Haven, MI)
7	William McNeil, Jr.	1901	Comics & More (Madison Hts., MI)
8	Christian De Ron	1896	Daggett's Comics (Holt, MI)
9	Keith Daggett	1895	Daggett's Comics (Holt, MI)
10	Kwang Marler	1894	Galaxy Cards & Comics (Naperville, IL)

Each of these players received a special prize from Arena for their performance during the Winter Season, including Arena Disenchant T-shirts, display boxes of *Mirage* and/or *Visions,* and (for the top finisher, Marcus King) a complete set of *Visions!* Congratulations to all.

breathing room

Due to space constraints, the Arena League Sites list shows locations but not street addresses. Check your local listings to find the store in your area.

This list represents the Arena League's Tempest Season stores as of 3/21/97.

Arena League Sites

Bosco's
Anchorage, AK 99503

Fantastic Realms
Anchorage, AK 99503

Shoei-Do
Anchorage, AK 99504

Bosco's
Eagle River, AK 99577

The Comic Shop
Fairbanks, AK 99701

Collector's Hideaway
Juneau, AK 99801

Warp Drive
Sherwood, AK 72120

Excalibur Games
Birmingham, AL 35244

Lion And The Unicorn
Birmingham, AL 35205

The Game Shack
Birmingham, AL 35235

Lion And The Unicorn
Hoover, AL 35216

Dr Bob's Game Shop
Huntsville, AL 35802

Gold Dragon Comics
Moblie, AL 36693

Sincere Comics- Mobile
Moblie, AL 36608

Visions Comics and Games
Montgomery, AL 36111

Crazy Karl
Fort Smith, AR 72903

Hawghead
Fort Smith, AR 72901

The Comic Book Store
Little Rock, AR 72227

The GameRoom
Little Rock, AR 72204

Collector's Edition
N Little Rock, AR 72116

Empire Games & Comics
Bullhead City, AZ 86442

Fondren's Books
Bullhead City, AZ 86442

The Main Event
Casa Grande, AZ 85222

Little Shop of Magic
Flagstaff, AZ 86001

HobbyTown USA- Pheonix
Pheonix, AZ 85044

Game Daze
Phonix, AZ 85032

Arizona Collector's Paradise
Scottsdale, AZ 85251

Disc Space Connection
Scottsdale, AZ 85251

Pyramid Comics & Games
Sierra Vista, AZ 85635

Things for Thinkers
Tempe, AZ 85281

Things for Thinkers #1
Tucson, AZ 85712

Crusader Comics
29 Palms, CA 92277

It Came From The Basement
Alameda, CA

Udo's Comic Books
Antioch, CA 94509

Empire Comix & Cards
Arcadia, CA 95521

Dave's Sportscards and Comics
Barstow, CA 92311

Final Frontier Comics
Camarillo, CA 93010

Bat Comics
Chico, CA 95928

PJ Cards and Comics
Concord, CA 94520

North Coast Role Playing
Eureka, CA 95501

Odyssey Games
Fairfield, CA 94533

Comics and Comix
Folsom, CA 95630

Imperial Cards & Comics
Fortuna, CA 95540

Bob's Card Mania
Freemont, CA 94538

Scenario Game & Hobby Shoppe
Fremont, CA 94538

Dean of Comics
Fresno, CA 93740

The Game Castle
Fullerton, CA 92631

Legacy
Glendale, CA 91203

Who's on First Comics and Cards
Hayward, CA 94544

Dark Star Comics
Huntington Beach, CA 92646

C & G Sportscards
La Mesa, CA 91941

Triple Play Sports Cards
Lake Elsinore, CA 92530

Comic Quest
Lake Forest, CA 92630

Shila Card & Collectibles
Lawndale, CA 90260

World's Finest Hobbies
Los Angeles, CA 90039

World of Comics
Manteca, CA 95336

The Gauntlet
Modesto, CA 95354

Moraga Cards and Comics
Moraga, CA 94556

Match Play Game and Computer Center
Mountain View, CA 94040

The Slam Pit
North Hollywood, CA 91606

House of Armand
Oceanside, CA 92054

DNA Cards And Comics
Pacifica, CA 94044

Comics R Us
Palm Desert, CA 92260

Paper Heroes
Palmdale, CA 93550

KK's Komics Kards and Kollectibles
Pleasonton, CA 94588

AM Collectibles
Porterville, CA 93757

Comic Bizarre
Rancho Cordova, CA 95670

Collectors Corner
Redding, CA 96001

Olivian Games & Comics
Redding, CA 96002

Dragon's Lair
Ridgecrest, CA 93555

Castle Games
Rohnert Park, CA 94928

Clark's Trading Comics & Cards
Rohnert Park, CA 94928

A Sense of Wonder
Roseville, CA 95661-2915

Classic Comics And Cards
Roseville, CA 95678

Beyond the Pale
Sacramento, CA 95814

Great Escape Games
Sacramento, CA 95825

TMC Cards & Comics
Sacramento, CA 95824

Comickaze
San Diego, CA 92111

Shelby's Collectibles
San Diego, CA 92117

All Star Cards & Comics
San Dimas, CA 91773

Ballpark Sports Cards
San Francisco, CA 94122

Blue Planet Collectables
San Francisco, CA 94121

Magic Sports card co.
San Gabriel, CA 91776

Magic Sportscards
San Gabriel, CA 91776

Orbit Comics
San Gabriel, CA 91776

Collectors Choice
San Jose, CA 95124

East Bay Books
San Landro, CA 94577

Comics on Parade
Santa Barbara, CA 93101

Metro Comics
Santa Barbara, CA 93101

Ace Computers & Games
Santa Rosa, CA 95401

Bleacher Bums
Sherman Oaks, CA 91423

A Hidden Fortress
Simi Valley, CA 93063

Hot corner II
Simi Valley, CA 93063

T-N-T Sports Cards
Sonoma, CA 95476

Back to the Past
Sonora, CA 95370

Comic Vendor
Torrance, CA 90504

The Comic Cult
Torrence, CA 90502

Comics Central
Turlock, CA 95380

Komickazee
Turlock, CA 95380

Comics Plus
Victorville, CA 92393

Collector's Choice
Visalia, CA 93277

Collector's Guide the the Galaxy
West Hills, CA 91307

Collectors Asylum
Westlake Village, CA 91361

More Than Comics
Yreka, CA 96097

Attactix
Aurora, CO 80014

Complete Games & Hobbies
Colorado Springs, CO 80903

Gotham City
Colorado Springs, CO 80917

JRR Comics
Evergreen, CO 80439

Hobbytown - Ft Collins
Ft Collins, CO 80525

Marshak's House of Fantasy
Ft Collins, CO 80521

Village Vidiot
Ft Collins, CO 80525

Imagination Limited
Grand Junction, CO 81501

DJ's Cards
Lakewood, CO 80215

The Light Side
Lakewood, CO 80227

Infinity Comics & Games
Latagette, CO 80026

Dreams Unlimited
Longmont, CO 80501

The Game Warden
Pueblo, CO 81008

Fans Sports Cards
Avon, CT 06001

Citadel Game Store
Groton, CT 06340

Grid Iron Comics and Games
Manchester, CT 06040

Sam's Comic Book Shop
Meriden, CT 06451

Pub Games Plus Inc
Norwalk, CT 06851

Wonderland Comics
Putnam, CT 06260

Kevin's Comic
Southington, CT 06489

Comics Cards And Collectibles
Stamford, CT 06905

Smokey Joe's Comics & Cards
Torrington, CT 06790

The Brass Dragon
Torrington, CT 06790

The Dragon's Lair
West Springfield, CT 01089

Altered Reality
Dover, DE 19901

Between Books
Wilmington, DE 19703

Cosmic Comics
Bradenton, FL 34209

Time Travelers Game Shop
Brandon, FL 33511

Magic Mike's
Clearwater, FL 34620

A-1 Comics
Coral Gables, FL 33143

Comic Warehouse Inc
Fort Myers, FL 33903

Mega Comics and Games
Gainsville, FL 32601

The Force
Green Acres, FL 33463

Bick's Heroes
Gulf Breeze, FL 32561

Books and Comics Unlilited
Jacksonville, FL 32256

Sun Coast Comics
Jacksonville, FL 32210

Hidden Guild Games
Lake Worth, FL 33461

The Ivory Tower
Largo, FL 33773

The Ivory Tower Game Club
Largo, FL 33773

Giant Comic Warehouse
Longwood, FL 32750

The Wizards Wall
Melbourne, FL 32901

Island Comics
Merrit Island, FL 32953

Comic Gallery
Miami, FL 33183

Comic Gallery
Miami, FL 33183

Games Jersey Inc
Miami, FL 33155

Hobbytown- USA- Miami
Miami, FL 33183

Sunshine Rolplayers
Miami, FL 33155

Webmaster Games
Mt Dora, FL 32757

Comic Warehouse Inc
Naples, FL 34014

Heros of the Game
Oakland Park, FL 33334

Traveling Mage
Ocala, FL 34470

Wolf's Headquarters
Ocala, FL 34474

Harry's Sports Cards
Orange Park, FL 32065

Bay Hill Books & Comics
Orlando, FL 32819

Enterprise 1701
Orlando, FL 32803

Final Frontier
Ormand Beach, FL 32176

Cloak and Dagger
Ormond Beach, FL 32174

Sincere Comics- Pensacola
Pensacola, FL 32534

Hobby Dungeon
Port Orange, FL 32127

All Sportscards and More
Port St Lucy, FL 34983

The Locker Room
Sarasota, FL 34231

Bookland #838
Sebring, FL 33870

Baseball Card Clubhouse
Tampa, FL 33615

Bourbon street Comics, Inc.
Tampa, FL 33624

Comics and Things Toymaster
Titusville, FL 32780

KY Desgin
W Palm Beach, FL 33406

Downtown Comics
Winterhaven, FL 33880

War Zone
Alpharetta, GA 30201

The Fantasy Zone, Inc.
Athens, GA 30605

Chantry
Augusta, GA 30901

Comic Crypt
Augusta, GA 30906

Quest Comics #1
Carrollton, GA 30117

CCG Extreme
Columbus, GA 31904

Quest Comics #5
Dallas, GA 30132

Dark Adventure Comics
Duluth, GA 30136

Bink's Komix Cafe
Fitzgerald, GA 31750

Bunjee's Books And Comics
Griffin, GA 30223

Big Top Hobby
Hinesville, GA 31313

Collossal Comics
Marietta, GA 30066

Nelson Beverage
Nelson, GA 30151

Big Top Hobbies
St Maries, GA 31558

Dan's Card World
Honolulu, HI 96814

Other Realms
Honolulu, HI 96814

Rose's Collectibles
Ames, IA 50010

Hilltop Sports Cards
Burlington, IA 52601

Comic City
Council Bluff, IA 51501

The Way Station
Council Bluffs, IA 51501

Sports Card & Stuff
Decorah, IA 52101

Comic World
Dubuque, IA 52001

Bill's Comics
Ft Dadge, IA 05051

Oakly Comics
Mason City, IA 50401

ACME Comics
Sioux City, IA 51103

Krants Hobby
Sioux City, IA 51106

Battle Guard
Waterloo, IA 50707

Battle Guard
Waterloo, IA 50702

Comic Pit
Waterloo, IA 50702

J and J Trading Cards & Comics
Waukee, IA 50263

Magic Dragon Comics & Games
Boise, ID 83703

Somerville Entertainment
Boise, ID 83704

Castle Perilous
Carbondale, IL 62901-2855

Bear Production
Champagne, IL 61820

Paul & Judy's
Chesterville, IL 61911

Allison's Sportscards
Crystal Lake, IL 60014

Ron's Sport Spot
Crystal Lake, IL 60014

Legend & Lohr
DeKalb, IL 60115

Hansen's Hobbies (Des Plaines
Des Plaines, IL 60016

Bains Necks
Downer's Grove, IL 60516

Baseball Card & Comic Shop
elgin, IL 60123

Comic relief
Evanston, IL 60201

Avalanche Computers & Cards
Freeport, IL 61032

Beyond Reality
Geneva, IL 60134

Crazy Eddies ComicsA
Hanhahee, IL 60901

Leisure Hours Hobbies
Joliet, IL 60435

The Cat and the Dragon
La Grange PArk, IL 60526

Metropolis Comics (La Salle)
La Salle, IL 61301

Key's Games & Hobbies
Moline, IL 61265

Galaxy Cards & Comics
Naperville, IL 60540

Metropolis Comics
Ottawa, IL 61350

BC Collectibles
Panville, IL 61832

Clarkes Comics and Cards
Rockford, IL 61104

Big Daddy's
Schaumberg, IL 60193

The Works
Springfield, IL 01129

The Card Corner
St Charles, IL 60174

Daryl's Game Room
Sterling, IL 61081

Studio One
Bluffton, IN 46714

Comic Cave
Columbus, IN 47201

Comic Cave
Columbus, IN 47201

Big League Baseball Cards Supply
Crown Point, IN 46307

Celtic Miniatures Corp
Elkhart, IN 46516

Comic Quest
Evansville, IN 47711

The Goal Line
Fishers, IN 46038

Crazy Eddiys Comics
Hammond, IN 46324

J & J Coins
Hammond, IN 46320

Dee Puppy Comics
Indianapolis, IN 46226

In Your Face Comics
Indianapolis, IN 46227

Role of the Die
Jeffersonville, IN 47130

Junior's
Knox, IN 46534

DNC Comics
Kokomo, IN 46904

Hobby Town USA
Merrillville, IN 46410

HobbyTown USA
Merrillville, IN 46410

Empire Comics
New Albany, IN 47150

Excalibur Comics
Portage, IN 46368

Siries Comics & Hobbies
Scott burg, IN 47170

Fantasy Games & Cards
South Bend, IN 46637

Ginny's Midwest Comics
Vincennes, IN 47591

Chimp's Comix
Warsaw, IN 46580

Say Hey! Sports Cards
Olathe, KA 66062

Fisher's Variety
Bonner Spring, KS 66012

Hobbytown USA
Hutchison, KS 67501

Comic Market
Lawrence, KS 66044

The Comic Market
Lawrence, KS 66044

Tabletop Game and Hobby
Lenexa, KS 66216

Weird Raven Comics, Games & Hobbies
Manhatten, KS 66502

Wildcat Cards
Manhatten, KS 66502

Collectors Cache
Overland Park, KS 66212

Collecto's Pair of Dice
Salina, KS 67401

Prime Time Sportscards
Wichita, KS 67204

Realms of Fantasy
Wichita, KS 67207

The Nexus
Bowling Green, KY 42101

Cards & Comix
Corbin, KY 40701

Comic Book World
Florence, KY 41042

Moonlite Comics & Hobbies
Frankfort, KY 40601

Collectibles Etc.
Lexington, KY 40508

Paper Heroes
Lexington, KY 40509

Red Rock Collectibles
Lexington, KY 40505

Shaharazad Games
Lexington, KY 40508

The Rusty Scabbard
Lexington, KY 40504

Comic Book World
Louisville, KY 40219

Divine Collectibles
Louisville, KY 40208

The Zone
Louisville, KY 40207

Downtown Comics & Collectibles
Maysville, KY 41056

White Crow Comics
Morehead, KY 40351

Page Street Comics
Pikeville, KY 41501

Mediascape
Richmond, KY 40475

Little Wars
Baton Rouge, LA 70808

Little Wars
Baton Rouge, LA 70808

All Star Cards & Comics
Leesville, LA 71446

Wargames and Fantasies
Metairie, LA 70003

Crescent City Comics
New Orleans, LA 70122

MrAlvain's
New Roads, LA 70760

Strategic Realms
Ruston, LA 71270

Legends
Shreveport, LA 71118

Comics Plus
Sulpher, LA 70663

Mysterious Wonders
Adams, MA 01220

Amesbury comics
Amesbury, MA 01913

Ayers Comics
Ayer, MA 01432

Scholars
Bridgewater, MA 02324

We Go Beyond Video
Carver, MA 02330

Pastimes
Cohasset, MA 02025

The Dragon's Den
Fitchburg, MA 01420

SMK Collectibles
Hudson, MA 01749

Lenox Sport Cards & Gaming
Lenox, MA 01240

Hit and Run Sportscards
Lexington, MA 02173

Jam's Comics Connection
Littleton, MA 01460

Larry's Comics
Lowell, MA 01850

New England Comics of Malden
Malden, MA 02148

Boulanger Collectibles
Mendon, MA 01756

Mike's Cards And Comics
North Chelmsford, MA 01863

Club House Collectibles
North Dartmouth, MA 02747

Space Crime Continuum
Northampton, MA 01060

Copeway Cards & Music
Plymoth, MA 02360

Collector's Castle
Seekonk, MA 02771

Davis Square Collectibles
Somerville, MA 02144

Your Move Games
Somerville, MA 02144

All About Comics & Hobbies
Topham, MA 04086

State Of Mind
Aberdeen, MD 21001

Another Universe
Baltimore, MD 21236

The Armory
Baltimore, MD 21208

Combat Enterprises
Bel Air, MD 21015

Pandora's Box
College Park, MD 20740

Vaults Cards
Dundalk, MD 21222

The Dugout Comics and Cards
Ellicot, MD 21042

Brainstorm Comics
Frederick, MD 21702

Brainstorm Comics & Gaming
Frederick, MD 21702

The Game Place Inc
Gaithesburg, MD 20878

Hobby Works #2
Laurel, MD 20707

Hobby Works #3
Rockville, MD 20852

Game Sanctuary
Towson, MD 21204

The Cards Cage
Auburn, ME 04210

Comics and Cards Unlimited
BAngor, ME 04401

The Toy Soldier
Bath, ME 04530

Crystal Clear Waters Hobbies & Collectibles
Biddeford, ME 04005

Comics Plus
Ellsworth, ME 04605

Greenhouse Games
Gardiner, ME 04345

Fortress of Fun
Old Town, ME 04468

Casablanca Comics & Games
Portland, ME 04101

M & B Games
Portland, ME 04103

Casablanca's Comics
Saco, ME 04072

Game Master North
Waterville, ME 04901

Music Express
Adrian, MI 49221

Campus Collectibles
Ann Arbor, MI 48104

TLC Cards & Comics
Augusta, MI 49012

GAmers Guild
BAttle Creek, MI 49014

Jaks
Biloxi, MI 39531

The Comic Pit- Brighton
Brighton, MI 48116

Castaway Corner
Dansville, MI 48819

Gotham City Cafe
Ferndale, MI 48220

The Front Row
Flushing, MI 48433

West Michigan Sports Card Connection
Grand haven, MI 49417

Mystery Machine
Grand Rapids, MI 49504

Dagget's Comics
Holt, MI 48842

Sportscard Connection
Houghton, MI 49931

The Comic Pit- Howell
Howell, MI 48843

Fun 4 All
Jackson, MI 49201

Discount Hobbies
Kalamazoo, MI 49008

Discount Hobby
Kalamazoo, MI 49008

End Zone
Kentwood, MI 49548

Greg's Cards & Games
Lansing, MI 48911

Merri-7 Coins
Livonia, MI 48152

Comics & More
Madison Heights, MI 48071

Collectors Corner
Midland, MI 48640

Mark's Card Shack
Mt Clemens, MI 48043

Magical Lizard
Pickney, MI 48169

Redford Magic Guild
Redford, MI 48239

Alcove Hobby Shop, Inc
Royal Oak, MI 48073

Coy's Comics
Saginaw, MI 48602

Galaxy Comics
Saginaw, MI 48604

The Pack Shack
Southgate, MI 48195

Sibley Lumber Centers
St Claire Shores, MI 48081

Sibley Lumber Centers
St Claire Shores, MI 48081

The Gamer's Inn, Inc
Tory, MI 48083

The Store
Waterford, MI 48328

The Card Castle
Waterford Township, MI 48329

Rider's Hobby Shop
Ypsilanti, MI 48197

The Garden Center
Alexandria, MN 56308

Anoka Sports Cards
Anoka, MN 55303

The Comic Vault
Anoka, MN 55303

Bordertown Hobby Center
Baudette, MN 56623

B&B Comics & Games- Bemidji
Bemidji, MN 56601

Shinders at Cobblestone Court
Burnsville, MN 55337

Shinders at Crystal Gallery
Crystal, MN 55428

Collector's Connection
Duluth, MN 55802

Source Comics & Games
Falcon Heights, MN 55113

Card Emporium
Golden Valley, MN 55427

B&B Comics & Games- grand rapids
grand rapids, MN 55744

Phoenix Games
Minneapolis, MN 55408

Red Dragon Hobby
Minneapolis, MN 55406

Shinders
Minneapolis, MN 55403

John's sportscards & Comics
Morris, MN 56267

Sportscard & Comic Exchange
Robinsdale, MN 55422

Face the Music store #1
Rochester, MN 55904

Face the Music store #2
Rochester, MN 55904

Shinders at Roseville Common
Roseville, MN 55113

Granite City comics and Games
St Cloud, MN 56301

Dreamers Sportscards & More
St Louis Park, MN 55426

Funk Pit Comics
White Bear Lake, MN 55110

A to Z Comics
Blue Springs, MO 64015

The Branson Depot
Branson, MO 65616

Celebration's
Carthage, MO 64836

Danger Room
Columbia, MO 65201

Kenny Tuna's Cards & Stuff
Independance, MO 64052

Tower Games & Hobbies
Jefferson City, MO 65101

Legends
Kansas City, MO 64124

The Comic Strip
Kansas City, MO 64151

Ma June's
Knob Noster, MO 65336

DLW Wholesale
Levale, MO 21502

The Reading Corner
Poplar Bluff, MO 63901

Campus Comics & Sports
Springfield, MO 65806

The Arena
Springfield, MO 65803

The Wizards Wagon
St Charles, MO 63304

The Hobby Shop
St Louis, MO 63109

A to Z Comics
Warrensburg, MO 64093

Gun Dog Comics- Hattiesburg
Hattiesburg, MS 39401

The War Zone
Hattiesburg, MS 39402

Gun Dog Comics- Jackson
Ridgeland, MS 39157

Gun Dog Comics
Starkville, MS 39759

Gun Dog Comics- Tupelo
Tupelo, MS 38801

Splash Page
Billings, MT 59102

Home Run
Kalispell, MT 59901

Some Place Else
Kalispell, MT 59901

Collector's Best
Kallspell, MT 59901

The Splash Page
Missoula, MT 59801

The Strike Zone
Ashville, NC 28806

Dragon's Den Comic and Game
Boone, NC 28607

Expressions
Boone, NC 28607

Cj's comics
Burlington, NC 27217

Cerebral Hobbies
Chapel Hill, NC 27514

Heroes Aren't Hard To Find
Charlotte, NC 28205

Dragon's Keep
Dillsboro, NC 28725

Sportscards Unlimited South
Durham, NC 27713

Sportscards Unlimited South
Durham, NC 27704

The Magic Place
Durham, NC 27705

Comics Inc
Fayetteville, NC 28303

Hobbie Quest
Goldsboro, NC 27530

Hobbies & Heroes
Hickory, NC 28602

Daddy Jim's Comics
High Point, NC 27262

Grand Slam Sportscards
Jacksonville, NC 28540

Sports Cards Plus
Jacksonville, NC 28540

Essential Comics
Raleigh, NC 27616

Bishop's Sportscards & Games
Rockingham, NC 28379

Card Avenue
Spring Lake, NC 28390

The Time Tunnel
Statesville, NC 28677

Fan Boy Comics & Cards
Wilmington, NC 28403

Pair O' Dice Games
Winston-Salem, NC 27103

Classic Cards & Comics
Grand Forks , ND 58201

Kite Enterprises
Auburn, NE 68305

C & L Baseball Cards
Beatrice, NE 68310

Ground Zero Comics
Bellevue, NE 68005

Hobbytown USA
Lincoln, NE 68505

Spellbound Books and Games
Lincoln, NE 68510

Dragon's Lair Comics
Omaha, NE 68114

Ground Zero
Omaha, NE 68105

Dover Cards & Comics
Dover, NH 03820

The Game Zone
Dover, NH 03820

Dreams of Lore
Lebanon, NH 03766

Hammer's Comics
Manchester, NH 03103

Bergin's Cards
Merimac, NH 03054

Charlie's Comic Book Shop
North Conway, NH 03860

Comic Adventures
Portsmouth, NH 03801

Jester's Playhouse
Cape May Ct House, NJ 08210

Time Warp Comics And Games
Cedar Grove, NJ 07009

Gamers Realm
Cranbury, NJ 08512

Hero Town
Ledgewood, NJ 07852

Imagination Workshop
Phillipsburg, NJ 08865

Amazing Heroes
Union, NJ 07083

Evolution Comix
Alamagordo, NM 88310

War Games West on Central
Albuquerque, NM 87106

Indoor Sportz
Aztec, NM 87410

Green Spray Coffee, books, & More
Hobbs, NM 88240

Evolution Comix II
Las Cruces, NM 88001

Aasgard Games
Las Vegas, NV 89102

Bronze Tablet
Las Vegas, NV 89120

Outer Limits
Las Vegas, NV 89128

Wizards Playground
Las Vegas, NV 89123

Hit & Run Sports Collectibles & Games
Reno, NV 89502

Flights of Fantasy
Albany, NY 12206

The Strike Zone
Astoria, NY 11103

Power Comics
Bronx, NY 10467

Collectors Inn
Buffalo, NY 14217

Salt City Sports Books & Games
Camillus, NY 13031

Chameleon Comics And Cards
Flushing, NY 11357

MS Cards & Comics
Freedonia, NY 14063

Adventure's Unleashed
Kenmore, NY 14217

B & C Comics
Lockport, NY 14094

Multiverse Games & Hobbies
Mastion, NY 11950

Heroes and Legends House of Comics and C
Monroe, NY 10950

Killino's Card & Coin
New Hartford, NY 13413

Neutral Ground
New York, NY 10001

V & P Sports
Norwich, NY 13815

Mind Games
Oneida, NY 13421

Village Hobby
Orchard Park, NY 14127

Fantastic Planet
Plattsburg, NY 12901

Racing City Hobbies
Queensburg, NY 12804

The Wizards Guild
Queensbury, NY 12804

The Guild
Riverhead, NY 11901

Boldo's Armory
Rochester, NY 14620

Crazy Egor's
Rochester, NY 14623

Beez Trading Post
Ronkonkoma, NY 11779

Music & Magic
Schenectady, NY 12309

Tale's Twice Told
Syracuse, NY 13210

Aquilonia Comics
Troy, NY 12180

Hudson Valley Sports Cards & Comics Exchange
Troy, NY 12180

Hudson Valley Sportscards 1
Troy, NY 12180

Marks Comic & Collectibles
Valley Stream, NY 11580

Court Street Comic and Collectibles
White, NY 10601

Comic Alley
White Plains, NY 10601

Grasshopper's Comics
Williston Park, NY 11596

Dragons Den II
Yonkers, NY 10704

R & B Newstand &Games
Bowling Green, OH 43402

Fantasy Emporium
Brunswick, OH 44212

North Coast Sales & Trading Co.
Brunswick, OH 44212

The Stadium
Bryan, OH 43506

The Tin Soldier
Centerville, OH 45459

M & M Comics & Cards
Chillicothe, OH 45601

Comic Book World
Cincinatti, OH 45211

Ideal Baseball Cards
Cincinatti, OH 45247

Ideal Baseball Cards & Hobby
Cincinatti, OH 45211

Mavericks- Tri-County
Cincinatti, OH 45246

Comic Central
Cincinnati, OH 45255

ABC Games
Cincinnatti, OH 45236

The Soldiery-Cleveland
Cleveland, OH 44135

Comic Town 3
Columbus, OH 43229

Comic Town 4
Columbus, OH 43235

Ravenstone Games
Columbus, OH 43229

The Guard Tower
Columbus, OH 43204

The Soldiery
Columbus, OH 43214

The Game Trader
Cuyahoga, OH 44221

Cathartic Dreams
Dayton, OH 45402

D & D Cards Comics & Collectibles
Dayton, OH 45420

Maverick's
Dayton, OH 45420

7th inning stretch
Elyria, OH 44035

Sandy's Collectibles
Elyria, OH 44035

Bookery Fantasy
Fairborn, OH 45324

Alcove Book Store Incorporated
Gallipolis, OH 45631

A & A Comics
Garfield, OH 44125

Immortal Journeyman
Huber Heights, OH 45424

Fantasy Comics
Irontown, OH 45638

The Rookie Grand Slam
Lakewood, OH 44107

Mavericks- Loveland
Loveland, OH 45140

Mr Cards & Comics
Lyndhurst, OH 44124

Hero's Guild
Medina, OH 44256

Fantasy Unlimited
Mount Vernon, OH 43050

Sports Fanatics
Northfield, OH 44057

Paradise Comics
Oxford, OH 45056

SOP Cards
Rocky River, OH 44116

SOP Cards/Bill sports Cards
Rocky River, OH 44116

Hawkeye's
Springfield, OH 45504

Wolf's Lair
Springfield, OH 45505

Emerald Castle
St Mary's, OH 45885

Mind Games
Sylvania, OH 43560

Paper & Ink
Tiffen, OH 44883

Glass City Games
Toledo, OH 43613

Fantasy Star Comics
Troy, OH 45373

Silver King Comics and Cards
Twinsburg, OH 44087

Big Buddha's
Union Town, OH 44685

Van Wert Ballcards
Van Wert, OH 45891

All American Cards & Comics
Warren, OH 44481

Hobby Hero
Wellston, OH 45692

Johnson's Comics
West Chester, OH 45069

Comic Town 1
Westerville, OH 43081

Sports Cards USA
Westlake, OH 44145

Collection Connection
Wooster, OH 44691

Silver King Comics and Cards
Worthington, OH 43085

Full Count Cards & Comics
Lawton, OK 73505

Game Headquarters
Oklahoma City, OK 73159

The Other Side
Oklahoma City, OK 73132

Games Plus
Pawhuska, OK 74056

Bibliotech Books and Comics
Shawnee, OK 74801

Cardhaus Games
Stillwater, OK 74075

Original Game Shop
Tulsa, OK 74145

Warrior Paradise (Payco)
Tulsa, OK 74116

Mega Comics & Comic
Aiona, OR 97007

Albany Sports Cards
Albany, OR 97321

His Junk/ Her Treasure
Coos Bay, OR 97420

Video Den
Cornelius, OR 97113

J J's Escape
Corvalis, OR 97330

Emerald City Comics
Eugene, OR 97401

Magika West
Forest Growth, OR 97116

Iguna Comics
Grants Pass, OR 97526

Game Pad
Gresham, OR 97030

The Game Preserve
Keizer, OR 97303

Beyond Comics
Medford, OR 97501

Wild Patch Sports Cards
Miwake, OR 97222

Cosmic Comics & Cards, Inc
Portland, OR 97201

Cyclop's Comics & Cards
Portland, OR 97206

Eternal Elysium
Portland, OR 97236

Planet X
Portland, OR 97210

Sports Fanatics
Portland, OR 97230

Sportscard Fanatics
Portland, OR 97230

Diamond Sports
Redmond, OR 97756

JJ's Escape
Roseburg, OR 97470

Neverland Comics
Roseburg, OR 97470

Borderlands
Salem, OR 97301

Game Zone
Salem, OR 97301

Heroes Haven
Salem, OR 97301

Sweet Home Lane Sportscards
Sweet Home, OR 97386

Awesome Cards & Comic
Tigard, OR 97223

Ancient Wonders
Tulatin, OR 97062

Calliope Comics
Bellfonte, PA 16823

Caputo's Sports Cards
Brentwood, PA 15227

Showcase Comics 1
Bryn Mawr, PA 19010

PC Palace
Camp Hill, PA 17011

Mass Baseball Kards
Clarks Summit, PA 18411

Unknown Comics
Clarks Summit, PA 18411

The Great American Sports Page Inc
Danville, PA 17821

Magic, Mythos & More
Downingtown, PA 19335

Cyborg One Comics
Doylestown, PA 18901

The Book Shelf
Edinboro, PA 16412

Comic Quest
Emmaus, PA 18049

Gateway Comics & Cards
Eric, PA 16504

Calabrese's
Erie, PA 16501

Bell's Comics & Trading Cards
Grove City, PA 16127

Claude's Comics
Hatbord, PA 19040

Alchemist traders
Honesdale, PA 18431

Omnidon's
Hummelfton, PA 17036

Brave New Worlds
Jenkinstown, PA 19046

Comic Express
LAncaster, PA 17601

All Stars
Langhorne, PA 19047

All Star & Comics
Lebanon, PA 17042

Fantasy Cards & Comics
Meadville, PA 16335

Cards Stadium West
Mechanicsburg, PA 17055

Showcase Comics 2
Media, PA 19063

Wolfhead Comics
Millersburg, PA 17061

Central Buck's Sportscards and Collectib
New Brittain, PA 18901

Frank's Cards
Olyphant, PA 18447

Out of Time Comics
Philadelphia, PA 19104

Showcase Comics 3
Philadelphia, PA 19147

Collector's World
Pittsburg, PA 15237

Comic Crypt
Pittsburg, PA 15206

Legends Sports Cards
Pittsburg, PA 15228

Phantom of the Attic
Pittsburg, PA 15220

Phantom of the Attic
Pittsburg, PA 15220

Kittany Line Hobbies
State College, PA 16801

B & T Cards & Comics
Trooper, PA 19403

Random Enterprises
Westchester, PA 19380

The Game Studio
Wilkes-Barre Twp , PA 18702

Homefront Hobby
Williamsport, PA 17701

GNG-Non-Sportscards
Cranston, RI 02905

Wayne's Cards & Comics
Greenville, RI 02828

Baseball Cards of RI, Inc
N Kingstown, RI 02852

Rah-CoCo's
Providence, RI 02908

The Game Keeper
Providence, RI 02903

Silver City
Cayce, SC 29033

Big Ron's Card Connection
Columbia, SC 29204

Heroes and Dragons
Columbia, SC 29210

Dragon Chase
Florence, SC 29505

The Arena
Greensville, SC 29607

X-Treme Comics
Pawleys Island, SC 29585

Daddy K's
Aberdeen, SD 57401

Blackhills Magic
Rapid City, SD 57702

ACME Comics
Bartlett, TN 38134

ACME Comics
Bartlett, TN 38434

Collector's Choice
Chattanooga, TN 37421

Comic Connection
Clarksville, TN 37042

Games & Things
Clarksville, TN 37042

Collector's Choice
Cleveland, TN 37312

Blackthorn
Dixon, TN 37055

The GameEscape
Jackson, TN 38305

H & K Hobby Shop
Jefferson City, TN 37760

H and K Hobbies
Jefferson City, TN 37760

DeWayne's World of Comics & Games
Kingsport, TN 37660

Collector's Choice
Knoxville, TN 37916

Watson's Cards & Comics
Maryville, TN 37804

Game Master
Memphis, TN 38119

Mighty Mick's
Nashville, TN 37203

Mighty Mick's
Nashville, TN 37203

The Great Escape
Nashville, TN 37203

E Tennessee Collectibles
Newport, TN 37821

The Barony
Oak Ridge, TN 37830

Big Al's Hobby Shop
WhiteHouse, TN 37188

Software Asylum
Abilene, TX 79605

Texas Game Co.
Allen, TX 75002

Big Apple Comics
Amarillo, TX 79109

Games Galore
Arlington, TX 76013

Lone Star 2
Arlington, TX 76010

Lone Star Comics 1
Arlington, TX 76010

Austin Sports Connection 1
Austin, TX 78757

Austin Sports Connection II
Austin, TX 78704

Booksource
Austin, TX 78750

Booksource (North Cross Mall)
Austin, TX 78757

Dragon's Lair Comics & Fantasy
Austin, TX 78705

Funny Papers
Austin, TX 78705

Never Never Land
Austin, TX 78745

Showtime
Austin, TX 78731

Generation X Comics
Bedford, TX 76021

TNT Comics
Brownwood, TX 76802

BCS Books & Comics
Bryan, TX 77802

Lytle's Comics & Games
Bryan, TX 77802

Generation X
Carrollton, TX 75006

Grand Slam Sportscards
Carrollton, TX 75006

BJ Import
Center, TX 75935

A and M Gamers Guild
Copperas Cove, TX 76522

Awesome Cards Comics
Copperas Cove, TX 76522

Dugout Sports Card
Corpus Christi, TX 78413

Armchair Commander's Games and Hobbies
Corpus Christi, TX 78412

XLR8 Video Arcade
Corpus Christi, TX 78418

Lost Horizon Adventures
Corscina, TX 75110

Games Chest
Dallas, TX 75240

Games Unique 2
Dallas, TX 75240

Keith's Books And Comics
Dallas, TX 75206

Talon Comics & Games
Denton, TX 76201

House of Cards
El Paso, TX 79930

Major Players
El Paso, TX 79924

Sunrise Games & Comics
El Paso, TX 79904

Grand Slam Sports & Comics
Fort Worth, TX 76116

Battling Billy's Sportscards & Collectibles
Fredericksburg, TX 78624

Cool Games
Garland, TX 75044

Hall Of Fame Sports Cards
Garland, TX 75044

The Adventurer's Guild
Georgetown, TX 78626

Book Browser
Houston, TX 77092

Castle Comics
Houston, TX 77386

Comic Zone
Houston, TX 77075

Games Master 1
Houston, TX 77095

Legends #2
Houston, TX 77098

Midnight Comic & Games
Houston, TX 77077

Odyssey Comics & Cards
Houston, TX 77070

The Strike Zone
Houston, TX 77089

Trading Cards Limited
Houston, TX 77095

Laughing Dragon Comics
Hurst, TX 76054

Gerard's Comics
Killeen, TX 76543

Slaughter House Comics
Killeen, TX 76542

Spirit World
Kingwood, TX 77339

Secret Treasures
Longview, TX 75601

Myth Adventures
McAllen, TX 78501

Green Cheese Cards & Comics
Orange, TX 77630

Squeeze Play
Pasadena, TX 77502

Stop-N-Swap Books and Comics
Rosenburg, TX 77471

Castle Comics
San Antonio, TX 78227

Excalibur Comics & Videos
San Antonio, TX 78216

Heroes & Fantasies
San Antonio, TX 78229

Generation X Comics
Sherman, TX 75090

Comics and Cards
Spring, TX 77379

The Gaming House
Spring, TX 77386

Gold Mine Comics & Cards
Victoria, TX 77901

Legends Comics and Cards
Webster, TX 77598

Marck Enterprises
Centerville, UT 84014

Games People Play
Logan, UT 84321

Mystic Comics
Logan, UT 84321

Heroes & Hobbs
Ogden, UT 84403

Games People Play
Orem, UT 84058

Captain Salamanders
Provo, UT 84601

Dragon's Keep
Provo, UT 84601

Comics Utah 2
Salt Lake, UT 84118

Comics Utah, Inc
Salt Lake City, UT 84111

Games People Play
West Valley City, UT 84119

The Lucky Frog
Annadale, VA 22003

The Lucky Frog
Annandale, VA 22003

The Hobby Shop
Blacksburg, VA 24060

Time Capsule
Chester, VA 23831

Destiny Comics
Fairfax, VA 22033

Hobbies
Fredericksburg, VA 22401

Grand Slam Sports Cards
Fredricksburg, VA 22407

Jersey's Cards & Comics
Grafton, VA 23692

Atomic Comics Emporium
Hampton, VA 23669

Heroes and Villians
Hampton, VA 23666

Imagination Station
Hampton, VA 23666

Silver Unicorn
Hopewell, VA 23860

Comic World
Manassas, VA 10002

2nd Season
Martin Field, VA 24112

Total Access Games
Mechanicsville, VA 23111

Guild Adventure Gaming
Newport News, VA 23606

Campaign Headquarter
Norfolk, VA 23518

Ken's Attic
Richmond, VA 23226

One Eyed Jacques
Richmond, VA 23221

Richmond Comix
Richmond, VA 23235

Star City Comics
Roanpke, VA 24012

Barnette's Card Shop
Springfield, VA 22150

Pendragon
Barre, VT 05641

Quarter Staff Games
Burlington, VT 05401

Comics & Collectibles
Middlebury, VT 05753

Northstar Collectibles
Springfield, VT 05156

Factoria Square Sportscards
Bellevue, WA 98006

Cosmic Comic
Bellingham, WA 98225

Cliff's Comic World- Port Orchard
Bremerton, WA 98310

Discordia Games
Bremerton, WA 98337

J & S Card Games
Clarkston, WA 99403

The Village Cinema
Electric City, WA 99123

Games & Gizmos 4
Federal way, WA 98002

West Coastsports Cards
Federal Way, WA 98003

R & R Sportscards
Friday Harbor, WA 98250

Gamers Guild
Kennewick, WA 99336

Frees Comics and Cards
Renton, WA 98055

Reid comics
Renton, WA 98055

Infinite Frontiers
Richland, WA 99352

Lake City Sports Cards & Comics
Seattle, WA 98125

Psycho 5 Comics & Cards 1
Seattle, WA 98125

Andy's Sports Cards
Sedro Wooley, WA 98284

Fred's Hobbies And Guns
Sequim, WA 98382

Allegience games
Snohomish, WA 98290

American Baseball Cards
Spokane, WA 99205

Gorilla Bob's
Spokane, WA 99218

Hands on Hobbies
Spokane, WA 99206

Outpost Book and Game Co
Spokane, WA 99204

Five Star Video
Tacoma, WA 98408

Northwest Sportscards
Tacoma, WA 98466

Nybbles & Bytes
Tacoma, WA 98409

Border's Books Music Cafe
Tukwilla, WA 98188

Amazing Stories , Comics, and Cards
Vancouver, WA 98661

Bat Cave Cards and Comics
Vancouver, WA 98661

Digital Heroes Comics
Walla Walla, WA 99362

Wilde Games
Wenatchee, WA 98801

Games Plus
Woodinville, WA 98072

Ron's Coin and Book
Yakima, WA 98401

Clairemount Comics
Eau Claire, WI 54751

Chimera Hobby Shop
Fond Du Lac, WI 54935

Chadwicks Games
Kenosha, WI 53140

Rockhead's Comics and Game
Kenosha, WI 53143

Next Generation Games
La Crosse, WI 54601

The Game Guild
Lake Geneva, WI 53147

7th Dimension
Madison, WI 53714

C & C Collectibles
Madison, WI 53711

Pic-A-Book
Madison, WI 53703

My Parents Basement
Manitowoc, WI 54220

Virtual Magic
Mequon, WI 53092

Napolean's
Milwakee, WI 53211

Downer Art & Hobby
Milwaukee, WI 53211

Hardwire Computer Gaming Center
Milwaukee, WI 53211

Sleeping Dragon Comics
Milwaukee, WI 53207

Lavender Bookworm
Muskeego, WI 53150

C & G Cards and Gaming
Oshkosh, WI 54901

House of Heroes
Oshkosh, WI 54901

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MICRO PROSE

REVISED PRO TOUR JUDGE GUIDELINES

The following guidelines supplement the Standard DCI Floor Rules. Remember that the job of a judge is not to 'catch and punish' mistakes but to ensure consistent and even play, thereby maintaining the event's integrity. Toward that end, judges should always fully explain each warning a player receives, making the situation more educational than punitive. In addition, judges should do their best to ensure that no penalty benefits the recipient over the course of the event.

WARNINGS

Officials give warnings so players recognize that they made a mistake. Players may or may not be aware they committed a rules infraction, and warnings are a way to let them know they violated a rule. At the time a warning is issued, players also should be told that repeat offenses carry greater consequences. Warnings accumulate over the course of an entire event, regardless of how many days it covers. However, all warnings will not carry over into the final rounds (i.e. quarter-, semi- and finals). Players receiving warnings during a tournament's main rounds may receive a double warning if they commit the same infraction again in the final rounds.

WARNING SUMMARY

Unofficial Warnings:

- *Caution*—verbal warning, not tracked.
- *Notice*—verbal warning, tracked, but does not directly count toward penalties. Notices may be used as grounds to upgrade a warning or penalty.

Official Warning:

- *Single Warning*—Most offenses fall into this category. The infraction was probably an unintentional, honest mistake, but it was disruptive to the integrity of the event.
- *Double Warning*—Judge suspects a player is cheating, a player repeats a previous offense, or the rules violation resulted in a player gaining a serious advantage in a duel or match.
- *Triple Warning*—Judge has a strong belief that a player is cheating, or a tournament participant is engaging in severe, unsportsmanlike conduct. Issuance of this type of warning will result in an investigation of the recipient by the DCI. The findings of this investigation may lead to further penalties.

All official warnings must be confirmed with the head judge before being issued. Only the head judge may issue Double and Triple Warnings.

All notices must be reported to the head judge as soon as possible. The head judge may upgrade a Notice to any of the official warning classifications listed above, upon review of a player's warning history.

Once three (3) or more official warnings have been issued, the judge may decide to impose one of the following penalties *(default penalty for three warnings is ejection)*:

1. Forfeit current or next game

At the head judge's discretion, he or she may downgrade the penalty for three (3) warnings to a loss of the current or next duel if:

- all three of the warnings are minor in nature;
- all three are unintentional;
- and none are duplicate or double warnings.

2. Forfeit current or next match

At the head judge's discretion, he or she may downgrade the penalty for three (3) warnings to a loss of the current or next match if:

- all three of the warnings are minor in nature,
- all three are unintentional,
- and none are double warnings.

3. Ejection

A player ejected from a tournament will have his or her tournament record stand as it exists. However, an ejected player will not be allowed to continue play in the tournament. Once the tournament is over, the ejected player is eligible for any prizes that his her tournament standing yields.

Ejection is the base line penalty for three warnings. This penalty includes double warnings. Players who receive a fourth warning are also ejected.

4. Disqualification

A player disqualified from a tournament forfeits all prizes and standings that they might have earned over the course of the tournament.

At the head judge's discretion, he or she may upgrade the penalty for three (3) warnings to disqualification if:

- the head judge strongly believes that the player in question was cheating,
- or if the player has received two Double Warnings or a Triple Warning.

SAMPLE INFRACTIONS AND PENALTIES

All infractions fall into one of four categories:

1.) *Unintentional and Nondisruptive* (minimum penalty is a Caution). 2.) *Unintentional but Disruptive* (minimum penalty is a Notice). 3.) *Intentional but Nondisruptive* (minimum penalty is an official Single Warning). 4.) *Intentional and Disruptive* (minimum penalty is an official Double Warning).

The guidelines above allow judges to gauge the severity of an infraction and determine what type of penalty will best fit that situation. However, all penalties are the head judge's decision, and he or she makes the final ruling.

Cheating: This covers any infraction that is Intentional and Disruptive. If a player is caught cheating the penalty is a Triple Warning and disqualification.

Deck not returned to original configuration: In most cases this is Unintentional, but Disruptive. In some cases, however, this infraction is Intentional and Disruptive. The head judge decides under which category a given infraction falls. The minimum penalty is always that the player must play the next game unsideboarded.

Failing to agree on reality: This infraction includes timing of events and life totals. In some cases, this infraction may be Unintentional but Disruptive on both players' parts. In some cases, however, this infraction is Intentional on one player's part. If the judge cannot determine which player's activities are Intentional, he or she should issue official Single Warnings to both players.

Failing to report deck correctly on decklist: This infraction assumes that the deck played was legal and was misrecorded on the decklist in a manner that is not illegal. In most cases, this infraction is Unintentional and Nondisruptive. However, due to the judicial necessity of accurate decklists, this infraction's penalty is the loss of the next game. In rare cases, this infraction is Intentional and Disruptive. If a head judge comes across one of these rare cases, harsher penalties are at his or her discretion.

Failing to perform the Play-Draw rule correctly: In most cases, this infraction is Unintentional but Disruptive.

Illegal deck: In most cases this is Unintentional. A card was lost or the decklist was misrecorded as an illegal deck. However, due to the disruption to the tournament's integrity, this infraction carries a baseline penalty of ejection. In some cases, illegal decks are Intentional and should result in the responsible player's disqualification.

Misrepresenting cards or rules: This infraction includes not paying the correct casting cost for a spell. Infractions of this nature can be of all four categories and should be judged on a case-by-case basis.

Previous opponent's card found in player's deck: This infraction is almost always Unintentional, but it is Disruptive. This infraction carries a minimum penalty of a loss of the current or next game.

Tardiness: This infraction is almost always Unintentional but Disruptive. Due to the nature of the infraction, the penalty typically increases depending on the length of tardiness. Tardy players receive a loss of a game for not being present at the start of a round. They receive a second loss of a game after they are ten minutes late to a round. Judges may make exceptions if players notify a judge in advance that they may be late for a round, and the judge feels it is for a legitimate reason.

1997 Classic and Classic-Restricted Circuits

Entry Fee

$17 advance phone registration (with local organizer only)

$20 onsite registration

Tournament Structure

The structure for the 1997 Classic and Classic-Restricted circuit tournaments will be modified-Swiss style, with the Top 8 playing in a single-elimination draw for prizes.

Divisions

Players must choose to play in either the Master or Junior division prior to the start of the tournament. Players eighteen or under may choose to play in either the Master division or Junior division. (Junior-division players must be eighteen years or under through the last day of the tournament in which they are competing.)

Invitations, Eligibility and Prize Money

There will be four $3,000 Classic and four $3,000 Classic-Restricted tournaments. These tournaments will be invitation only. Invitations will automatically be extended to all players with a DCI rating of over 1700 in the corresponding rating category. In addition, each $3,000 tournament will be preceded by a special "Qualifier" tournament the day before. The Top 8 players from each Qualifier will be allowed to compete in the subsequent tournament.

There will also be twelve $1,000 Classic and twelve $1,000 Classic-Restricted tournaments. These tournaments are open to all players.

Prizes

- Prize money as specified for each tournament (either $3,000 or $1,000 for each).
- Product prizes to be determined.

Registration Information

- Call the local tournament contact to preregister for any Classic or Classic-Restricted tournament.
- Cost to register: **$17** for advance registration. All Classic and Classic-Restricted tournaments also offer onsite registration for **$20**.
- Advance phone registration cut-off date: 5:00 p.m. on the Friday prior to tournament date.
- Cancellation/refund policy: entry fee is refundable until the advance phone registration cut-off date.
- Players who want more specific local tournament or registration information should call their local contact phone number.
- Players who have general questions about **Magic: The Gathering**, Wizards of the Coast, tournaments, the **Magic: The Gathering** Pro Tour, Arena–The League for **Magic: The Gathering**, the DCI, Qualifier tournaments, Classic or Classic-Restricted Circuit tournaments, the **Magic** World Championships, National Championships, State Championships, or Regionals should call Wizards of the Coast customer service at (206) 624-0933, or send email to <custserv@wizards.com>.

OFFICIAL CHANGES TO THE DCI™ STANDARD FLOOR RULES

Compiled by Jason Carl

EFFECTIVE DATE: MAY 1, 1997

The DCI would like to take this opportunity to make several amendments to the DCI Standard Floor Rules. Changes to existing rules are underlined, followed by a brief explanation of each modification in italics.

MODIFICATIONS TO EXISTING DCI STANDARD FLOOR RULES:

1.2.3 Unsportsmanlike Conduct

Unsportsmanlike conduct is unacceptable and will not be tolerated at any time. Judges, players, and officials must behave in a polite, respectable, and sportsmanlike manner. Players who use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents, will receive a warning. Repeat warnings will result in a player's disqualification from the current competition and possibly future competitions (at the discretion of the DCI). Collusion to alter the results of a duel or match is considered to be unsportsmanlike and will not be tolerated.

This rule specifically prohibits harassing behavior on the part of any individual involved with or attending a sanctioned tournament. The inclusion is in keeping with the DCI's commitment toward encouraging appropriate behavior at sanctioned tournaments.

1.2.14 Intentional Draw

Players engaged in a duel may mutually agree to accept an intentional draw at any time prior to the beginning of a match. This agreement shall not be regarded as a violation of Standard Floor Rules 1.2.2 or 1.2.3. Either player may offer the draw to his or her opponent at any time prior to the beginning of a match. The opponent may then accept or decline. If the offer is declined, the duel must continue as normal without further inducement or coercion to accept the offer.

This modification stems from suggestions and comments the DCI has received from members and tournament officials, and alters the rule in two important respects:

1. Tournament participants may now use the intentional-draw option only before a match begins. They may not invoke the rule during a duel or after a match is concluded.

2. Tournament participants may now use the intentional-draw option even if doing so would remove them from contention (provided they do so only before a match begins). It is the participant's responsibility to understand the effect of invoking the rule on his or her pairing and standing within the tournament.

The DCI believes that these changes will encourage tournament participants to use the rule as it was intended.

2.1.9 Restricted and Banned Cards

No more than one (1) of each of the cards on the Restricted List is allowed in a tournament deck (including the sideboard). No cards from the Banned List are allowed in a tournament deck (including the sideboard). Violation of this rule may result in disqualification from current competition at the discretion of the head judge, and possibly from future competition at the discretion of the DCI.

The Banned and Restricted Lists are modified quarterly by the DCI as follows:

March 1, June 1, September 1, December 1

The DCI plans to announce any changes to ALL Banned and/or Restricted Lists at the same time each year.

NEW ADDITIONS TO THE DCI STANDARD FLOOR RULES:

3.1a Early Departure

Limited tournament participants may not withdraw from the event prior to the first match. Violation of this rule shall result in the offending participant receiving a "loss" for the match on the official tournament record (the opponent shall receive a "win" for the match). Participants may withdraw without penalty at any time after the conclusion of the first match.

This rule is also implemented in response to the suggestions and comments provided by tournament organizers and members. The regulation discourages participants in Limited tournaments from behavior that causes confusion, disruption, and extra work for the tournament organizer.

2.7.1 The Banned List for *Ice Age*™-*Alliances*™ tournaments:

- Any card not specifically permitted by rule 2.7
- Amulet of Quoz (ante card)
- Thawing Glaciers
- Zuran Orb

The Restricted List for Ice Age-Alliances tournaments is now eliminated; this tournament type is affected only by a Banned List.

DCI STANDARD FLOOR RULES ELIMINATED:

2.6.1. The Restricted List for *Ice Age*-only tournaments:

- Zuran Orb

2.6.2 The Banned List for *Ice Age*-only tournaments:

- Any card not specifically permitted by rule 2.6
- Amulet of Quoz (ante card)

2.7.1. The Restricted List for *Ice Age-Alliances* tournaments:

- Zuran Orb

See above ("New additions to the DCI Standard Floor Rules"); the Restricted and Banned Lists for Ice Age-Alliances tournaments are now combined into a Banned List.

Tourney	Location	Date	Coord'r	Phone
Saturday Evening Tournaments	The Other Guy's Cards & Comics, Lancaster, CA	5/24/97	Keith Tremblay	(805) 723-3999
Kemps Komics & Kards-Classic.V	Kemps Komics & Kards, Riverside, CA	5/24/97	Sally Cooley	(909) 784-8433
Star Jewel Quest 1	Loveland Community House, Dixon, IL	5/24/97	William Shank	(815) 284-2741
Classic Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/24/97	James Babin, Sr	(810) 997-6994
Classic Restricted Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/24/97	James Babin, Sr	(810) 997-6994
Classic Tournament	Branson Depot, Branson, MO	5/24/97	Chris Burgess	(417) 335-4330
JAKS Classic Tournament	JAKS, Biloxi, MS	5/24/97	Sonny Elric Barker	(601) 435-7744
Paradox's Weekly Tournament	Paradox Comics-N-Cards, Inc., Fargo, ND	5/24/97	Kevin Johnson	(701) 239-9505
Superhero City Weekly	Superhero City, Sewell, NJ	5/24/97	Frank Cataldi	(609) 218-1860
Escape Classic.V Tournament	Reality Recess, N Olmsted, OH	5/24/97	Scott Walczesky	(216) 779-7008
Klamath Gathering May '97	Mofitore's Restaurant, Klamath Falls, OR	5/24/97	Jim Majcronicz	(541) 882-2979
American Chattanooga - Classic	American Comics & Cards, Chattanooga, TN	5/24/97	Ron McClure	(423) 490-0501
Collector's Choice Weekly	Collector's Choice, Cleveland, TN	5/24/97	Jason Simpson	(423) 472-6649
Merchant Gamer Tournament	Merchant Gamer, Cookeville, TN	5/24/97	Stephen Hendricks	(615) 372-0190
Game Fest Day - 11 AM	, Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 1 PM	, Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 3 PM	, Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 6 PM	, Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 7 PM	, Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Comix Plus Weekly Tournament	Comix Plus, Lompoc, CA	5/25/97	George Laufer	(805) 736-0050
The Slam Pit-Classic Restrict	The Slam Pit, North Hollywood, CA	5/25/97	Sharon Feldstein	(818) 763-4748
Classic Restricted	Warzone, Alpharetta, GA	5/25/97	David Doust	(770) 889-1461
Metropolis Comics - Classic.V	Metropolis Comics, Lasalle, IL	5/25/97	John Meyer	(815) 223-9433
Veterans Are Good	, Hobbs, NM	5/25/97	Christian Germany	(505) 392-6515
Classic Restricted Tournament	Cyclops Comics & Cards, Portland, OR	5/25/97	Scott Browning	(503) 774-8467
American Knoxville - Classic	American Comics & Cards, Knoxville, TN	5/25/97	Ron McClure	(423) 521-9000
Collector's Choice Weekly	Collector's Choice Knoxville, Knoxville, TN	5/25/97	Todd Muldrew	(423) 546-2665
Classic Restricted Tournament	, Renton, WA	5/25/97	Gary Vandegrift	(206) 204-5815
Gaming Realm 3-Martinsburgh	The Gaming Realm III, Martinsburgh, WV	5/25/97	Tony Ordona	(304) 267-4662
Dimension X Weekly Tournament	Dimension X Games & Hobbies. Hagerstown, MD	5/26/97	Justin Butt	(301) 791-3760
Buffalo Lotus - Classic	Buffalo Lotus, Amherst, NY	5/26/97	John Wood	(716) 446-1620
Classic Tournament	Kato Krause's Card Cage, Buffalo, NY	5/26/97	David (Kato) Krause	(716) 824-5555
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	5/27/97	Brian DePadro	(770) 753-9400
The Jester's Court Classic.V	The Jester's Court, Phoenix, AZ	5/28/97	Billy Williams	(602) 943-8038
Paris Qualifier Format	Warzone, Alpharetta, GA	5/28/97	David Doust	(770) 753-0030
Buffalo Lotus-Classic Restrict	Buffalo Lotus, Amherst, NY	5/28/97	John Wood	(716) 446-1620
Escape Classic Tournament	Reality Recess, N Olmsted, OH	5/28/97	Scott Walczesky	(216) 779-7008
Sanctioned Classic Restricted	Things For Thinkers #1, Tucson, AZ	5/29/97	Lorna Klein	(520) 326-7679
Sanctioned Classic Tournament	Things For Thinkers #1, Tucson, AZ	5/30/97	Lorna Klein	(520) 326-7679
Weekly Classic Restricted	Clarks Trading, Santa Rosa, CA	5/30/97	Mike Clark	(707) 546-2000
Planeswalker Hex	Media Play, Clinton Township, MI	5/30/97	Glenn Overby II	(810) 790-0476
Gunslinger Open	Mark's Card Shack, Mount Clemens, MI	5/30/97	Mark Evans	(810) 917-6941
Classic Tournament-Jr	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/30/97	James Babin, Sr	(810) 997-6994
Daddy Jim's Weekly Tournaments	Daddy Jim's Comics, High Point, NC	5/30/97	James Bailey Jr	(910) 889-9900
401 Ways To Die ...	401 Convenience, Toronto, ON	5/30/97	Jeff MacDougall	(416) 538-7370
Friday Night Fights	Book Browser, Houston, TX	5/30/97	Russel Law	(713) 680-1870
Bolen Books Alice Constructed	Victoria Hillside Centre, Victoria, BC	5/31/97	Dale Friesen	(604) 595-4232
The Saturday Gathering	Costa Mesa Women's Club, Costa Mesa, CA	5/31/97	Scott Larabee	(714) 444-4566
Classic Restricted Tournament	Gotham City, Colorado Springs, CO	5/31/97	Charles Schofield II	(719) 596-3698
Krantz Hobby's Classic Tourney	Krantz Hobby, Sioux City, IA	5/31/97	Ronald Thompson	(712) 276-7079
Classic Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/31/97	James Babin, Sr	(810) 997-6994
Classic Restricted Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/31/97	James Babin, Sr	(810) 997-6994
The Pack Shack Classic	The Pack Shack, Southgate, MI	5/31/97	Jeneen Kilgore	(313) 284-0550
Classic Tournament	Salt City Sports, Books & Game, Camillus, NY	5/31/97	Robert Hamel	(315) 488-5366
Escape Classic.V Tournament	Reality Recess, N Olmsted, OH	5/31/97	Scott Walczesky	(216) 779-7008
Classic Restricted Tournament	Fisherman's Grotto, N Bend, OR	5/31/97	William Deschler	(541) 888-5690
American Chattanooga -Classic.V	American Comics & Cards, Chattanooga, TN	5/31/97	Ron McClure	(423) 490-0501
The Slam Pit-Classic Restrict	The Slam Pit, North Hollywood, CA	6/1/97	Sharon Feldstein	(818) 763-4748
Classic Restricted	Warzone, Alpharetta, GA	6/1/97	David Doust	(770) 753-0030
Mike's Classic Tourney	Mike's Cards & Comics, Snellville, GA	6/1/97	Brett Burkholder	(770) 979-4322
Eternal Elysium-Class Restrict	Eternal Elysium, Portland, OR	6/1/97	Robert Rising	(503) 761-4420
American Knoxville - Classic.V	American Comics & Cards, Knoxville, TN	6/1/97	Ron McClure	(423) 521-9000
Classic Restricted Tournament	Mega City, San Antonio, TX	6/1/97	Jei Salvador	(210) 349-7905
Gaming Realm 3-Martinsburgh	The Gaming Realm III, Martinsburgh, WV	6/1/97	Tony Ordona	(304) 267-4662
The Jester's Court-Classic	The Jester's Court, Phoenix, AZ	6/2/97	Billy Williams	(602) 943-8038
Buffalo Lotus-Classic	Buffalo Lotus, Amherst, NY	6/2/97	John Wood	(716) 446-1620
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/3/97	Brian DePadro	(770) 753-9400
The Jester's Court-Class Restr	The Jester's Court, Phoenix, AZ	6/4/97	Billy Williams	(602) 943-8038
Paris Qualifier Format	Warzone, Alpharetta, GA	6/4/97	David Doust	(770) 753-0030
Buffalo Lotus-Classic Restrict	Buffalo Lotus, Amherst, NY	6/4/97	John Wood	(716) 446-1620
401 Ways To Die....	401 Convenience, Toronto, ON	6/5/97	Jeff MacDougall	(416) 538-7370
The Game Parlor-Classic Rest	The Game Parlor, Chantilly, VA	6/5/97	Gary Fortenberry	(703) 803-3114
Weekly Classic Restricted	Clarks Trading, Santa Rosa, CA	6/6/97	Mike Clark	(707) 546-2000
Classic Tournament - Jr	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/6/97	James Babin, Sr	(810) 997-6994
401 Ways To Die ...	401 Convenience, Toronto, ON	6/6/97	Jeff MacDougall	(416) 538-7370
Classic Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/7/97	James Babin, Sr	(810) 997-6994
Classic Restricted Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/7/97	James Babin, Sr	(810) 997-6994
Heroes & Dragons Classic	Heroes & Dragons, Columbia, SC	6/7/97	Harold Snipes	(803) 731-4376
The Slam Pit-Classic Restrict	The Slam Pit, North Hollywood, CA	6/8/97	Sharon Feldstein	(818) 763-4748
Classic Restricted	Warzone, Alpharetta, GA	6/8/97	David Doust	(770) 753-0030
Metropolis Comics-Classic	Metropolis Comics, Lasalle, IL	6/8/97	John Meyer	(815) 223-9433
Eternal Elysium-Class Restrict	Eternal Elysium, Portland, OR	6/8/97	Robert Rising	(503) 761-4420
Gaming Realm 3-Martinsburgh	The Gaming Realm III, Martinsburgh, WV	6/8/97	Tony Ordona	(304) 267-4662
The Jester's Court-Classic	The Jester's Court, Phoenix, AZ	6/9/97	Billy Williams	(602) 943-8038
Buffalo Lotus-Classic	Buffalo Lotus, Amherst, NY	6/9/97	John Wood	(716) 446-1620
Classic Tournament	Kato Krause's Card Cage, Buffalo, NY	6/9/97	David (Kato) Krause	(716) 824-5555
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/10/97	Brian DePadro	(770) 753-9400
The Jester's Court-Class Restr	The Jester's Court, Phoenix, AZ	6/11/97	Billy Williams	(602) 943-8038
Paris Qualifier Format	Warzone Alpharetta, GA	6/11/97	David Doust	(770) 753-0030
Buffalo Lotus-Classic Restrict	Buffalo Lotus, Amherst, NY	6/11/97	John Wood	(716) 446-1620
Weekly Classic Restricted	Clarks Trading, Santa Rosa, CA	6/13/97	Mike Clark	(707) 546-2000
Gunslinger Open	Mark's Card Shack, Mount Clemens, MI	6/13/97	Mark Evans	(810) 917-6941
Classic Tournament - Jr	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/13/97	James Babin, Sr	(810) 997-6994
401 Ways To Die....	401 Convenience, Toronto, ON	6/13/97	Jeff MacDougall	(416) 538-7370
Comix Plus Weekly Tournament	Comix Plus, Lompoc, CA	6/14/97	George Laufer	(805) 736-0050
Classic Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/14/97	James Babin, Sr	(810) 997-6994
Classic Restricted Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/14/97	James Babin, Sr	(810) 997-6994
Paradox's Weekly Tournament	Paradox Comics-N-Cards, Inc., Fargo, ND	6/14/97	Kevin Johnson	(701) 239-9505
Hobbytown USA Classic Tourney	Hobbytown USA, Lincoln, NE	6/14/97	Thomas Walla	(402) 434-5056
Superhero City Weekly	Superhero City, Sewell, NJ	6/14/97	Frank Cataldi	(609) 218-1860
Wizard's Challenge Classic	The Oddfellows Hall, Regina, SK	6/14/97	Kenneth McGovern	(306) 522-3572
The Slam Pit-Classic Restrict	The Slam Pit, North Hollywood, CA	6/15/97	Sharon Feldstein	(818) 763-4748
Classic Restricted	Warzone, Alpharetta, GA	6/15/97	David Doust	(770) 889-1461
Mike's Classic Restricted	Mike's Cards & Comics, Snellville, GA	6/15/97	Brett Burkholder	(770) 979-4322
Eternal Elysium-Class Restrict	Eternal Elysium, Portland, OR	6/15/97	Robert Rising	(503) 761-4420
Collector's Choice Weekly	Collector's Choice Knoxville, Knoxville, TN	6/15/97	Todd Muldrew	(423) 546-2665
Classic Tournament	Chadwick's, Kenosha, WI	6/15/97	Jean Chadwick	(414) 658-4269
Gaming Realm 3-Martinsburgh	The Gaming Realm III, Martinsburgh, WV	6/15/97	Tony Ordona	(304) 267-4662
The Jester's Court-Classic	The Jester's Court, Phoenix, AZ	6/16/97	Billy Williams	(602) 943-8038
Buffalo Lotus-Classic	Buffalo Lotus, Amherst, NY	6/16/97	John Wood	(716) 446-1620
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/17/97	Brian DePadro	(770) 753-9400
The Jester's Court-Class Restr	The Jester's Court, Phoenix, AZ	6/18/97	Billy Williams	(602) 943-8038
Paris Qualifier Format	Warzone, Alpharetta, GA	6/18/97	David Doust	(770) 753-0030
Buffalo Lotus-Classic Restrict	Buffalo Lotus, Amherst, NY	6/18/97	John Wood	(716) 446-1620
Sanctioned DCI Tournament	Back To The Past, Sonora, CA	6/19/97	Marilyn Elliott	(209) 533-3807
401 Ways To Die ..	401 Convenience, Toronto, ON	6/19/97	Jeff MacDougall	(416) 538-7370
Weekly Classic Restricted	Clarks Trading, Santa Rosa, CA	6/20/97	Mike Clark	(707) 546-2000
Gunslinger Open	Mark's Card Shack, Mount Clemens, MI	6/20/97	Mark Evans	(810) 917-6941
Classic Tournament - Jr	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/20/97	James Babin, Sr	(810) 997-6994
The Soldiery Weekly Tourney	The Soldiery Inc, Columbus, OH	6/20/97	David Pearl	(614) 267-1957
401 Ways To Die....	401 Convenience, Toronto, ON	6/20/97	Jeff MacDougall	(416) 538-7370
Saturday Evening Tournaments	The Other Guy's Cards & Comics, Lancaster, CA	6/21/97	Keith Tremblay	(805) 723-3999
Mad And Crazy Tournaments	Mad Cards And Crazy Games, Oakland, CA	6/21/97	Derek Ng	(510) 433-0368
You Can 21	Brunswick Valley Bowl, Simi Valley, CA	6/21/97	Jamey Parker	(805) 579-0312
Classic Restricted Tournament	Gotham City, Colorado Springs, CO	6/21/97	Charles Schofield II	(719) 596-3698
Classic Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/21/97	James Babin, Sr	(810) 997-6994
Classic Restricted Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/21/97	James Babin, Sr	(810) 997-6994
Classic Tournament	Gamerz Haven, Petawawa, ON	6/21/97	James Graham	(613) 687-1856
Classic Tournament	Fisherman's Grotto, N Bend, OR	6/21/97	William Deschler	(541) 888-5690
Classic Restricted Tournament	Mad Hatter's House Of Games, Lubbock, TX	6/21/97	The Mad Hatter	(806) 763-4054
The Slam Pit-Classic Restrict	The Slam Pit, North Hollywood, CA	6/22/97	Sharon Feldstein	(818) 763-4748
Raven's Rule-Classic Restrict	Harry's Sports Cards, Orange Park, FL	6/22/97	Harry Miller	(904) 272-5425
Classic Restricted	Warzone, Alpharetta, GA	6/22/97	David Doust	(770) 753-0030
Eternal Elysium-Class Restrict	Eternal Elysium, Portland, OR	6/22/97	Robert Rising	(503) 761-4420
Classic Restricted Tournament	Mega City, San Antonio, TX	6/22/97	Jei Salvador	(210) 349-7905
Gaming Realm 3-Martinsburgh	The Gaming Realm III, Martinsburgh, WV	6/22/97	Tony Ordona	(304) 267-4662
The Jester's Court-Classic	The Jester's Court, Phoenix, AZ	6/23/97	Billy Williams	(602) 943-8038
Buffalo Lotus-Classic	Buffalo Lotus, Amherst, NY	6/23/97	John Wood	(716) 446-1620
Classic Tournament	Kato Krause's Card Cage, Buffalo, NY	6/23/97	David (Kato) Krause	(716) 824-5555

Tourney	Location	Date	Coord'r	Phone
Classic Comics 3 Gaming	Classic Comics 1, Atlanta, GA	6/24/97	Brian DePadro	(770) 753-9400
The Jester's Court-Class Restr	The Jester's Court, Phoenix, AZ	6/25/97	Billy Williams	(602) 943-8038
Paris Qualifier Format	Warzone, Alpharetta, GA	6/25/97	David Doust	(770) 753-0030
Buffalo Lotus-Classic Restrict	Buffalo Lotus, Amherst, NY	6/25/97	John Wood	(716) 446-
1620Sanctioned Standard Tournament			Things For Thinkers #1, Tucson, AZ	5/24/97 Lorna
Klein	(520) 326-7679			
The Saturday Gathering	Costa Mesa Women's Club, Costa Mesa, CA	5/24/97	Scott Larabee	(714) 444-4566
Saturday At First	Who's On First?, Hayward, CA	5/24/97	Gregory Singewald	(510) 582-1893
Wizards Joust Standard Tourn	Castle Games, Rohnert Park, CA	5/24/97	Chad Jensen	(707) 585-8609
Court Jesters Tourney	Court Jesters, Temple City, CA	5/24/97	Frank Burr	(818) 451-9924
Standard Tournament	Gotham City, Colorado Springs, CO	5/24/97	Charles Schofield II	(719) 596-3698
Genesis Comics Ice Age-All	Genesis Comics And Gaming, Edgewater, FL	5/24/97	David Cross	(904) 428-1993
The Dog Pound Tournament	War Dogs Game Room, Jacksonville, FL	5/24/97	David Crowley	(904) 399-1975
Standard Tournament	Warzone, Alpharetta, GA	5/24/97	David Doust	(770) 753-0030
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	5/24/97	Daniel Bishop	(847) 298-2278
May Mayhem	Casey's At Bat, Galesburg, IL	5/24/97	Tracy Burlison	(309) 341-1955
Pastimes - Standard	Pastimes Sportscards & Comics, Wilmette, IL	5/24/97	Alan Hochman	(847) 251-9004
Standard Tournament	Mike's Cards & Comics, N Chelmsford, MA	5/24/97	Dave Jaracz	(508) 251-0741
DLE Weekly Sanctioned Tourney	Dragon's Lair East, Worcester, MA	5/24/97	William Bovenzi	(508) 752-6862
Gaming Realm 2-Hagerstown	The Gaming Realm II, Hagerstown, MD	5/24/97	Tony Ordona	(301) 745-5973
J&R Cards Fri Night Tournament	J & R Cards & Comics, Brunswick, ME	5/24/97	Ronald York	(207) 729-1577
The Pack Shack Standard	The Pack Shack, Southgate, MI	5/24/97	Jeneen Kilgore	(313) 284-0550
Big Buddies Challenge	Celebrations, Carthage, MO	5/24/97	Tim Ramsey	(417) 358-9650
Gathering Ground-Standard	Gathering Ground, St Louis, MO	5/24/97	Ron Powell	(314) 770-0022
Comics X-Cetra Points Chall	Comics X-Cetra, Ottawa, ON	5/24/97	Ryan Clark	(613) 745-4353
401 Ways To Die....	401 Convenience, Toronto, ON	5/24/97	Jeff MacDougall	(416) 538-7370
Eternal Elysium - Standard	Eternal Elysium, Portland, OR	5/24/97	Robert Rising	(503) 761-4420
Heroes & Dragons Standard	Heroes & Dragons, Columbia, SC	5/24/97	Harold Snipes	(803) 731-4376
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	5/24/97	Tim Housley	(423) 475-1966
House Of Cards-Standard	House Of Cards, Copperas Cove, TX	5/24/97	Phillip Robinson	(817) 542-1174
Game Fest Day - 12 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 2 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 4 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 5 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 6 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 8 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 9 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 10 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 12 AM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 10 AM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Strike Zone - Standard	Strike Zone, Houston, TX	5/24/97	Dustin Johnson	(281) 484-7875
Gerard's Comics-Standard	Gerard's Comics, Killeen, TX	5/24/97	Phillip Robinson	(817) 628-9197
Standard Sanctioned Tournament	Renton, WA	5/24/97	Gary Vandegrift	(206) 204-5815
Mirage/Visions Constructed	Renton, WA	5/24/97	Gary Vandegrift	(206) 204-5815
Standard	6516 E 22nd St, Tucson, AZ	5/25/97	Desi Raulston	(520) 790-2246
The Gathering Place's Monthly	Pizza Hut, Grand Terrace, CA	5/25/97	Randall Hinkley	(909) 783-3960
The Slam Pit - Standard	The Slam Pit, North Hollywood, CA	5/25/97	Sharon Feldstein	(818) 763-4748
K-K's Sanctioned Sundays	KK's Komics-Kards-Kollectibles, Pleasanton, CA	5/25/97	Tanoa Stewart	(510) 734-0141
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	5/25/97	Brian DePadro	(770) 753-9400
Castle Perilous Tournaments	Castle Perilous Games & Books, Carbondale, IL	5/25/97	Scott Thorne	(618) 529-5317
Standard Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/25/97	James Babin, Sr	(810) 997-6994
Saturday Night Salvation	MC Comics, Inc, Old Bridge, NJ	5/25/97	Chris Viers	(908) 238-5969
Hawkeye's Weekly Tournament	Hawkeye's Comics, Springfield, OH	5/25/97	Bill Storts	(513) 323-8686
Standard Tournament	Fisherman's Grotto, N Bend, OR	5/25/97	William Deschler	(541) 888-5690
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	5/25/97	Tim Housley	(423) 475-1966
Mirage-Visions Constructed	Cool Games, Garland, TX	5/25/97	Jason Regan	(972) 496-3547
Sunday Showdown	Book Browser, Houston, TX	5/25/97	Russel Law	(713) 680-1870
Great Lakes Regional-Standard	Renton, WA	5/25/97	Gary Vandegrift	(206) 204-5815
Sanctioned Monday	Game Empire, San Diego, CA	5/26/97	Cafford Ray Robbins	(619) 574-6740
Standard Tournament	Warzone, Alpharetta, GA	5/26/97	David Doust	(770) 753-0030
Windsor Sanctioned Standard	Comics And Games Center. Windsor, ON	5/26/97	Jeff Donais	(519) 258-1979
Sentry Box Tournaments	The Sentry Box, Calgary, AB	5/27/97	Greg Latour	(403) 245-2121
Amazon Comics - Standard	Amazon Comics, House Springs, MO	5/27/97	Aaron Miller	(314) 671-5550
Escape Standard Tournament	Reality Recess, N Olmsted, OH	5/27/97	Scott Walczesky	(216) 779-7008
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	5/27/97	Jeff Donais	(519) 258-1979
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	5/28/97	Brian DePadro	(404) 892-4442
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	5/28/97	Daniel Bishop	(847) 298-2278
Gaming Realm 1-Frederick	The Gaming Realm I, Frederick, MD	5/28/97	Tony Ordona	(301) 662-4263
Werehouse Comix-Standard	Werehouse Comix, Boone, NC	5/28/97	Jubal Danner	(704) 264-0827
Standard Tournament	The Dungeon, Dubuque, IA	5/29/97	Chris Corbett	(319) 582-6330
Standard Tournament	Mad Hatter's House Of Games, Lubbock, TX	5/29/97	The Mad Hatter	(806) 763-4054
The Jester's Court Standard	The Jester's Court, Phoenix, AZ	5/30/97	Billy Williams	(602) 943-8038
Fri Night Standard Tournament	The Mint Card Co, Glen Burnie, MD	5/30/97	Steven Thomas	(410) 766-8071
Dreamers Sportscards & More	Dreamers Sportscards & More. St Louis Park, MN	5/30/97	Nick Csercse	(612) 938-8163
Triangle Weekly Standard	The Magic Place. Durham, NC	5/30/97	Scott Bowling	(919) 471-1123
Daddy Jim's Weekly Tournaments	Daddy Jim's Comics, High Point, NC	5/30/97	James Bailey Jr	(910) 889-9900
Boyhood Dreams Weekly Tourn	Boyhood Dreams, Inc, Dunellen, NJ	5/30/97	William Scott Gunn	(908) 752-0440
Boyhood Dreams Weekly Tourney	Boyhood Dreams, Inc. Dunellen, NJ	5/30/97	William Scott Gunn	(908) 752-0440
Buffalo Lotus - Standard	Buffalo Lotus, Amherst, NY	5/30/97	John Wood	(716) 446-1620
The Soldiery Weekly Tourney	The Soldiery Inc, Columbus, OH	5/30/97	David Pearl	(614) 267-1957
Twin City Card Standard	Twin City Card And Music, Bristol, TN	5/30/97	Wayne Baker	(423) 764-1720
Friday Night Tournaments	Basement City Hall, Montpelier, VT	5/30/97	Donald Morway	(802) 485-3003
Player 2 Scottsboro - Standard	Player 2, Scottsboro, AL	5/31/97	Wilwam Clayton	(205) 259-2222
Sanctioned Standard Tournament	Things For Thinkers #1, Tucson, AZ	5/31/97	Lorna Klein	(520) 326-7679
The Saturday Gathering	Costa Mesa Women's Club, Costa Mesa, CA	5/31/97	Scott Larabee	(714) 444-4566
Smith's Own Inn - Standard	Smith's Own Inn, Grass Valley, CA	5/31/97	Stuart Smith	(916) 273-1211
Saturday Evening Tournaments	The Other Guy's Cards & Comics, Lancaster, CA	5/31/97	Keith Tremblay	(805) 723-3999
Wizard's Joust-Standard	Castle Games, Rohnert Park, CA	5/31/97	Chad Jensen	(707) 585-8609
Court Jesters Tourney	Court Jesters, Temple City, CA	5/31/97	Frank Burr	(818) 451-9924
Standard Tournament	Saints & Shadows, Panama City, FL	5/31/97	Ray Stanley	(904) 871-1188
Standard Tournament	Warzone, Alpharetta, GA	5/31/97	David Doust	(770) 753-0030
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	5/31/97	Daniel Bishop	(847) 298-2278
Standard Tournament	Boulanger Collectibles. Mendon, MA	5/31/97	Charles Boulanger	(508) 634-1482
Standard Tournament	Mike's Cards & Comics, N Chelmsford, MA	5/31/97	Dave Jaracz	(508) 251-0741
DLE Weekly Sanctioned Tourney	Dragon's Lair East, Worcester, MA	5/31/97	William Bovenzi	(508) 752-6862
Gaming Realm 2-Hagerstown	The Gaming Realm II, Hagerstown, MD	5/31/97	Tony Ordona	(301) 745-5973
Big Buddies Challenge	Celebrations, Carthage, MO	5/31/97	Tim Ramsey	(417) 358-9650
JAKS Standard Tournament	JAKS, Biloxi, MS	5/31/97	Sonny Elric Barker	(601) 435-7744
Paradox's Weekly Tournament	Paradox Comics-N-Cards, Inc., Fargo, ND	5/31/97	Kevin Johnson	(701) 239-9505
Hobbytown USA - Standard	Hobbytown USA, Lincoln, NE	5/31/97	Thomas Walla	(402) 434-5056
Superhero City Weekly	Superhero City, Sewell, NJ	5/31/97	Frank Cataldi	(609) 218-1860
Flights Of Fantasy - Standard	Flights Of Fantasy Books, Albany, NY	5/31/97	Maria Perry	(518) 433-8803
Escape Standard Tournament	Reality Recess, N Olmsted, OH	5/31/97	Scott Walczesky	(216) 779-7008
401 Ways To Die....	401 Convenience, Toronto, ON	5/31/97	Jeff MacDougall	(416) 538-7370
Eternal Elysium - Standard	Eternal Elysium Portland, OR	5/31/97	Robert Rising	(503) 761-4420
Heroes & Dragons Standard	Heroes & Dragons, Columbia, SC	5/31/97	Harold Snipes	(803) 731-4376
Collector's Choice Weekly	Collector's Choice, Cleveland, TN	5/31/97	Jason Simpson	(423) 472-6649
Merchant Gamer Tournament	Merchant Gamer, Cookeville, TN	5/31/97	Stephen Hendricks	(615) 372-0190
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	5/31/97	Tim Housley	(423) 475-1966
Standard Tournament	Cool Games, Garland, TX	5/31/97	Jason Regan	(972) 496-3547
Mirage-Visions Constructed	Mega City, San Antonio, TX	5/31/97	Jei Salvador	(210) 349-7905
Standard	6516 E 22nd St, Tucson, AZ	6/1/97	Desi Raulston	(520) 790-2246
Comix Plus Weekly Tournament	Comix Plus, Lompoc, CA	6/1/97	George Laufer	(805) 736-0050
The Slam Pit-Standard	The Slam Pit, North Hollywood, CA	6/1/97	Sharon Feldstein	(818) 763-4748
K-K's Sanctioned Sundays	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/1/97	Tanoa Stewart	(510) 734-0141
Raven's Rule-Standard	Harry's Sports Cards, Orange Park, FL	6/1/97	Harry Miller	(904) 272-5425
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/1/97	Brian DePadro	(770) 753-9400
Standard Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/1/97	James Babin, Sr	(810) 997-6994
Saturday Night Salvation	MC Comics, Inc, Old Bridge, NJ	6/1/97	Chris Viers	(908) 238-5969
Hawkeye's Weekly Tournament	Hawkeye's Comics, Springfield, OH	6/1/97	Bill Storts	(513) 323-8686
Comic Express Sanctioned Tourn	Comic Express, Milton, ON	6/1/97	Eric Walton	(905) 875-2226
Collector's Choice Weekly	Collector's Choice Knoxville, Knoxville, TN	6/1/97	Todd Muldrew	(423) 546-2665
Sunday Showdown	Book Browser, Houston, TX	6/1/97	Russel Law	(713) 680-1870
Sanctioned Monday	Game Empire, San Diego, CA	6/2/97	Mike Smith	(619) 574-6740
Standard Tournament	Warzone, Alpharetta, GA	6/2/97	David Doust	(770) 753-0030
Castle Perilous - Limited	Castle Perilous Games & Books, Carbondale, IL	6/2/97	Scott Thorne	(618) 529-5317
Standard Tournament	Kato Krause's Card Cage, Buffalo, NY	6/2/97	David (Kato) Krause	(716) 824-5555
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/2/97	Jeff Donais	(519) 258-1979
The Game Parlor-Standard	The Game Parlor, Chantilly, VA	6/2/97	Gary Fortenberry	(703) 803-3114
The Sentry Box Tournaments	The Sentry Box. Calgary, AB	6/3/97	Greg Latour	(403) 239-5232
Amazon Comics - Standard	Amazon Comics, House Springs, MO	6/3/97	Aaron Miller	(314) 671-5550
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/3/97	Jeff Donais	(519) 258-1979
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/4/97	Brian DePadro	(404) 892-4442
Hansen's

Classic Events

Tourney	Location	Date	Coord'r	Phone
Triangle Weekly Standard	The Magic Place, Durham, NC	6/6/97	Scott Bowling	(919) 471-1123
Boyhood Dreams Weekly Tourney	Boyhood Dreams, Inc, Dunellen, NJ	6/6/97	William Scott Gunn	(908) 752-0440
Buffalo Lotus-Standard	Buffalo Lotus, Amherst, NY	6/6/97	John Wood	(716) 446-1620
Friday Night Tournaments	Basement City Hall, Montpelier, VT	6/6/97	Angelique Robillard	(802) 485-3003
Mad And Crazy Tournaments	Mad Cards And Crazy Games, Oakland, CA	6/7/97	Derek Ng	(510) 433-0368
Kemps Komics & Kards-Standard	Kemps Komics & Kards, Riverside, CA	6/7/97	Sally Cooley	(909) 784-8433
Court Jesters Tourney	Court Jesters, Temple City, CA	6/7/97	Frank Burr	(818) 451-9924
Standard Tournament	Warzone, Alpharetta, GA	6/7/97	David Doust	(770) 753-0030
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/7/97	Daniel Bishop	(847) 298-2278
DLE Weekly Sanctioned Tourney	Dragon's Lair East, Worcester, MA	6/7/97	William Bovenzi	(508) 752-6862
Gaming Realm 2-Hagerstown	The Gaming Realm II, Hagerstown, MD	6/7/97	Tony Ordona	(301) 745-5973
Guild Masters Championship	Gamers' Guild Game Store, Battle Creek, MI	6/7/97	Laurel King	(616) 660-0925
Big Buddies Challenge	Celebrations, Carthage, MO	6/7/97	Tim Ramsey	(417) 358-9650
Superhero City Weekly	Superhero City, Sewell, NJ	6/7/97	Frank Cataldi	(609) 218-1860
Summertime In Da City	Greenspray Coffee, Hobbs, NM	6/7/97	Christian Germany	(505) 392-6515
Depot's Standard Tournament	Comic Book Depot, Wantagh, NY	6/7/97	Alan Paperin	(516) 221-9337
401 Ways To Die....	401 Convenience, Toronto, ON	6/7/97	Jeff MacDougall	(416) 538-7370
Eternal Elysium-Standard	Eternal Elysium, Portland, OR	6/7/97	Robert Rising	(503) 761-4420
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	6/7/97	Tim Housley	(423) 475-1966
Strike Zone - Standard	Strike Zone, Houston, TX	6/7/97	Dustin Johnson	(281) 484-7875
Standard	6516 E 22nd St, Tucson, AZ	6/8/97	Desi Raulston	(520) 790-2246
The Slam Pit-Standard	The Slam Pit, North Hollywood, CA	6/8/97	Sharon Feldstein	(818) 763-4748
K-K's Sanctioned Sundays	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/8/97	Tanoa Stewart	(510) 734-0141
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/8/97	Brian DePadro	(770) 753-9400
Mike's Standard Tourney	Mike's Cards & Comics, Snellville, GA	6/8/97	Brett Burkholder	(770) 979-4322
Standard Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/8/97	James Babin, Sr	(810) 997-6994
Saturday Night Salvation	MC Comics, Inc, Old Bridge, NJ	6/8/97	Chris Viers	(908) 238-5969
Hawkeye's Weekly Tournament	Hawkeye's Comics, Springfield, OH	6/8/97	Bill Storts	(513) 323-8686
Comic Express Sanctioned Tourn	Comic Express, Milton, ON	6/8/97	Eric Walton	(905) 875-2226
Tournoi Des Maitres-Standard	Maitre Des Jeux Ste, Marthe Sur Le La, PC	6/8/97	Martin Filion	(514) 472-2737
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	6/8/97	Tim Housley	(423) 475-1966
PPG Tournament	People Playing Games, El Paso, TX	6/8/97	Michael Cavey	(915) 594-8527
Sunday Showdown	Book Browser, Houston, TX	6/8/97	Russel Law	(713) 680-1870
Standard Tournament	Mega City, San Antonio, TX	6/8/97	Jei Salvador	(210) 349-7905
Sanctioned Monday	Game Empire, San Diego, CA	6/9/97	Clifford Ray Robbins	(619) 574-6740
Standard Tournament	Warzone, Alpharetta, GA	6/9/97	David Doust	(770) 753-0030
Castle Perilous - Classic	Castle Perilous Games & Books, Carbondale, IL	6/9/97	Scott Thorne	(618) 529-5317
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/9/97	Jeff Donais	(519) 258-1979
The Sentry Box Tournaments	The Sentry Box, Calgary, AB	6/10/97	Greg Latour	(403) 245-2121
Amazon Comics - Standard	Amazon Comics, House Springs, MO	6/10/97	Aaron Miller	(314) 671-5550
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/10/97	Jeff Donais	(519) 258-1979
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/11/97	Brian DePadro	(404) 892-4442
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/11/97	Daniel Bishop	(847) 298-2278
The Gaming Realm 1 - Frederick	The Gaming Realm I, Frederick, MD	6/11/97	Tony Ordona	(301) 662-4263
Standard Tournament	The Dungeon, Dubuque, IA	6/12/97	Chris Corbett	(319) 582-6330
Werehouse Comix-Standard	Werehouse Comix, Boone, NC	6/12/97	Jubal Danner	(704) 264-0827
Standard Tournament	Mad Hatter's House Of Games, Lubbock, TX	6/12/97	The Mad Hatter	(806) 763-4054
The Jester's Court-Standard	The Jester's Court, Phoenix, AZ	6/13/97	Billy Williams	(602) 943-8038
Triangle Weekly Standard	The Magic Place, Durham, NC	6/13/97	Scott Bowling	(919) 471-1123
Boyhood Dreams Weekly Tourney	Boyhood Dreams, Inc, Dunellen, NJ	6/13/97	William Scott Gunn	(908) 752-0440
Buffalo Lotus-Standard	Buffalo Lotus, Amherst, NY	6/13/97	John Wood	(716) 446-1620
The Soldiery Weekly Tourney	The Soldiery Inc, Columbus, OH	6/13/97	David Pearl	(614) 267-1957
Friday Night Tournaments	Basement City Hall, Montpelier, VT	6/13/97	Donald Morway	(802) 485-3003
Player 2 Scottsboro - Classic	Player 2, Scottsboro, AL	6/14/97	William Clayton	(205) 259-2222
Wizard's Joust - Mirage Limited	Castle Games, Rohnert Park, CA	6/14/97	Chad Jensen	(707) 585-8609
Sanctioned DCI Tournament	Back To The Past, Sonora, CA	6/14/97	Marilyn Elliott	(209) 533-3807
Court Jesters Tourney	Court Jesters, Temple City, CA	6/14/97	Frank Burr	(818) 451-9924
Standard Tournament	Gotham City, Colorado Springs, CO	6/14/97	Charles Schofield II	(719) 596-3698
Standard Tournament	Warzone, Alpharetta, GA	6/14/97	David Doust	(770) 753-0030
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/14/97	Daniel Bishop	(847) 298-2278
DLE Weekly Sanctioned Tourney	Dragon's Lair East, Worcester, MA	6/14/97	William Bovenzi	(508) 752-6862
Gaming Realm 2-Hagerstown	The Gaming Realm II, Hagerstown, MD	6/14/97	Tony Ordona	(301) 745-5973
Big Buddies Challenge	Celebrations, Carthage, MO	6/14/97	Tim Ramsey	(417) 358-9650
Salt City Sports - Classic	Salt City Sports, Books & Game, Camillus, NY	6/14/97	Robert Hamel	(315) 488-5366
Monthly Tournament - Standard	Bill's Sportscards, Rocky River, OH	6/14/97	David Harbarger	(216) 356-2429
401 Ways To Die....	401 Convenience, Toronto, ON	6/14/97	Jeff MacDougall	(416) 538-7370
Eternal Elysium-Standard	Eternal Elysium, Portland, OR	6/14/97	Robert Rising	(503) 761-4420
Collector's Choice Weekly	Collector's Choice, Cleveland, TN	6/14/97	Jason Simpson	(423) 472-6649
Okanagan Bash IX	Predator Cards & Collectables, Kelowna, BC	6/15/97	Kim_ Jakku	(604) 491-0337
The Slam Pit-Standard	The Slam Pit, North Hollywood, CA	6/15/97	Sharon Feldstein	(818) 763-4748
K-K's Sanctioned Sundays	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/15/97	Tanoa Stewart	(510) 734-0141
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/15/97	Brian DePadro	(770) 753-9400
All Star Sports Monthly Tourn	All Star Sports, Andover, MA	6/15/97	Ian O'Neal	(508) 474-6262
Standard Tournaments	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/15/97	James Babin, Sr	(810) 997-6994
Saturday Night Salvation	MC Comics, Inc, Old Bridge, NJ	6/15/97	Chris Viers	(908) 238-5969
Hawkeye's Weekly Tournament	Hawkeye's Comics, Springfield, OH	6/15/97	Bill Storts	(513) 323-8686
Comic Express Sanctioned Tourn	Comic Express, Milton, ON	6/15/97	Eric Walton	(905) 875-2226
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	6/15/97	Tim Housley	(423) 475-1966
Sunday Showdown	Book Browser, Houston, TX	6/15/97	Russel Law	(713) 680-1870
Standard Tournament	Mega City, San Antonio, TX	6/15/97	Jei Salvador	(210) 349-7905
Standard	6516 E 22nd St, Tucson, AZ	6/16/97	Desi Raulston	(520) 790-2246
Sanctioned Monday	Game Empire, San Diego, CA	6/16/97	Mike Smith	(619) 574-6740
Standard Tournament	Warzone, Alpharetta, GA	6/16/97	David Doust	(770) 753-0030
Castle Perilous - Classic Rest	Castle Perilous Games & Books, Carbondale, IL	6/16/97	Scott Thorne	(618) 529-5317
Standard Tournament	Kato Krause's Card Cage, Buffalo, NY	6/16/97	David (Kato) Krause	(716) 824-5555
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/16/97	Jeff Donais	(519) 258-1979
The Sentry Box Tournaments	The Sentry Box, Calgary, AB	6/17/97	Greg Latour	(403) 245-2121
Amazon Comics - Standard	Amazon Comics, House Springs, MO	6/17/97	Aaron Miller	(314) 671-5550
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/17/97	Jeff Donais	(519) 258-1979
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/18/97	Brian DePadro	(404) 892-4442
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/18/97	Daniel Bishop	(847) 298-2278
The Gaming Realm 1 - Frederick	The Gaming Realm I, Frederick, MD	6/18/97	Tony Ordona	(301) 662-4263
Standard Tournament	The Dungeon, Dubuque, IA	6/19/97	Chris Corbett	(319) 582-6330
Werehouse Comix-Standard	Werehouse Comix, Boone, NC	6/19/97	Jubal Danner	(704) 264-0827
Standard Tournament	Mad Hatter's House Of Games, Lubbock, TX	6/19/97	The Mad Hatter	(806) 763-4054
Player 2 Ft Payne - Standard	Player 2_, Fort Payne, AL	6/20/97	William Clayton	(205) 845-7342
The Jester's Court-Standard	The Jester's Court, Phoenix, AZ	6/20/97	Billy Williams	(602) 943-8038
Front Row Fridays	The Front Row, Orange Park, FL	6/20/97	Gary Eldridge	(904) 276-7076
Jamuraam Hex	Media Play, Clinton Township, MI	6/20/97	Glenn Overby II	(810) 790-0476
Triangle Weekly Standard	The Magic Place, Durham, NC	6/20/97	Scott Bowling	(919) 471-1123
Boyhood Dreams Weekly Tourney	Boyhood Dreams, Inc, Dunellen, NJ	6/20/97	William Scott Gunn	(908) 752-0440
Buffalo Lotus-Standard	Buffalo Lotus, Amherst, NY	6/20/97	John Wood	(716) 446-1620
Friday Night Tournaments	Basement City Hall, Montpelier, VT	6/20/97	Angelique Robillard	(802) 485-3003
Monthly Standard	Clarks Trading, Santa Rosa, CA	6/21/97	Mike Clark	(707) 546-2000
You Con 21	Brunswick Valley Bowl, Simi Valley, CA	6/21/97	Janney Parker	(805) 579-0312
Court Jesters Tourney	Court Jesters, Temple City, CA	6/21/97	Frank Burr	(818) 451-9924
Genesis Comics - Standard	Genesis Comics And Gaming, Edgewater, FL	6/21/97	David Gross	(904) 428-1993
Standard Tournament	Warzone, Alpharetta, GA	6/21/97	David Doust	(770) 753-0030
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/21/97	Daniel Bishop	(847) 298-2278
DLE Weekly Sanctioned Tourney	Dragon's Lair East, Worcester, MA	6/21/97	William Bovenzi	(508) 752-6862
Gaming Realm 2-Hagerstown	The Gaming Realm II, Hagerstown, MD	6/21/97	Tony Ordona	(301) 745-5973
J & R Cards Fri Night Tourn	J & R Cards & Comics, Brunswick, ME	6/21/97	Ronald York	(207) 729-1577
Big Buddies Challenge	Celebrations, Carthage, MO	6/21/97	Tim Ramsey	(417) 358-9650
Paradox's Weekly Tournament	Paradox Comics-N-Cards, Inc., Fargo, ND	6/21/97	Kevin Johnson	(701) 239-9505
Superhero City Weekly	Superhero City, Sewell, NJ	6/21/97	Frank Cataldi	(609) 218-1860
401 Ways To Die....	401 Convenience, Toronto, ON	6/21/97	Jeff MacDougall	(416) 538-7370
Eternal Elysium-Standard	Eternal Elysium, Portland, OR	6/21/97	Robert Rising	(503) 761-4420
Heroes & Dragons Standard	Heroes & Dragons, Columbia, SC	6/21/97	Harold Snipes	(803) 731-4376
Collector's Choice Weekly	Collector's Choice, Cleveland, TN	6/21/97	Jason Simpson	(423) 472-6649
Gathering With Katie	H & K Hobby Shop, Jefferson City, TN	6/21/97	Tim Housley	(423) 475-1966
Strike Zone - Standard	Strike Zone, Houston, TX	6/21/97	Dustin Johnson	(281) 484-7875
Standard Tournament	Mad Hatter's House Of Games, Lubbock, TX	6/21/97	The Mad Hatter	(806) 763-4054
Standard Tournament	Chimera Hobby Shop, Fond du Lac, WI	6/21/97	Robert Moses	(414) 922-8338
Standard	6516 E 22nd St, Tucson, AZ	6/22/97	Desi Raulston	(520) 790-2246
The Slam Pit-Standard	The Slam Pit, North Hollywood, CA	6/22/97	Sharon Feldstein	(818) 763-4748
K-K's Sanctioned Sundays	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/22/97	Tanoa Stewart	(510) 734-0141
Classic Comics 3 Gaming	Classic Comics 3, Roswell, GA	6/22/97	Brian DePadro	(770) 753-9400
Mike's Mir/Vision Tourney	Mike's Cards & Comics, Snellville, GA	6/22/97	Brett Burkholder	(770) 979-4322
Standard Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/22/97	James Babin, Sr	(810) 997-6994
Saturday Night Salvation	MC Comics, Inc, Old Bridge, NJ	6/22/97	Chris Viers	(908) 238-5969
Hawkeye's Weekly Tournament	Hawkeye's Comics, Springfield, OH	6/22/97	Bill Storts	(513) 323-8686
Master Of The Duel	The Floor Show, Wellston, OH	6/22/97	Michael Morrow	(614) 384-3061
Comic Express Sanctioned Tourn	Comic Express, Milton, ON	6/22/97	Eric Walton	(905) 875-2226
Collector's Choice Weekly	Collector's Choice Knoxville, Knoxville, TN	6/22/97	Todd Muldrew	(423) 546-2665
Sunday Showdown	Book Browser, Houston, TX	6/22/97	Russel Law	(713) 680-1870
Sanctioned Monday	Game Empire, San Diego, CA	6/23/97	Clifford Ray Robbins	(619) 574-6740
Standard Tournament	Warzone, Alpharetta, GA	6/23/97	David Doust	(770) 753-0030
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/23/97	Jeff Donais	(519) 258-1979
The Sentry Box Tournaments	The Sentry Box, Calgary, AB	6/24/97	Greg Latour	(403) 245-2121
Amazon Comics - Standard	Amazon Comics, House Springs, MO	6/24/97	Aaron Miller	(314) 671-5550
Windsor Sanctioned Standard	Comics And Games Center, Windsor, ON	6/24/97	Jeff Donais	(519) 258-1979
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/25/97	Brian DePadro	(404) 892-4442
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/25/97	Daniel Bishop	(847) 298-2278
The Gaming Realm 1 - Frederick	The Gaming Realm I, Frederick, MD	6/25/97	Tony Ordona	(301) 662-4263

'Team Crius' Wins Merchant Title

The first-ever Merchant Team Challenge, held during Pro Tour–L.A., was a big success. A total of twenty-five teams participated in more than fifty open tournaments. But in the end, "Team Crius" (Larry Janier, Jason Molek, Sven Myrin, Tom Blair, and Greg Dube), sponsored by Crius Unlimited in San Marcos, California, was the winning crew, with "Team Hardcastle"(Jerry Guardino, Josh Eustace, Jeremy Brower, Marc Arce, Jacob Stirler, and James Collins), sponsored by Hardcastle Cards and Games in Tucson, Arizona, finishing second. Other retail outlets that sponsored teams included: CJ's Sports Cards, Things for Thinkers, Sports Gallery, The Slampit, Amazon Comics, Warzone, Neutral Ground, KK's Komics, Kards, and Kollectibles, Even Better Games, Game Zone, Galaxy, 401 Convenience, Area 51, Eternal Elysium, Dreamers, Dan's Card World, Court Jesters, Collectors Asylum, Card Castle, Blue Planet, Bleacher Bums, Ballpark Sports Cards, Asgard Hobbies and All Fun and Games. Interest is already building for the next Merchant Team Challenge, scheduled for Pro Tour–New York, May 30 through June 1.

DCI-SANCTIONED EVENTS

Tournaments

Tourney	Location	Date	Coord'r	Phone
The Jester's Court Limited	The Jester's Court, Phoenix, AZ	5/17/97	Billy Williams	(602) 943-8038
The Saturday Gathering	Costa Mesa Women's Club, Costa Mesa, CA	5/17/97	Scott Larabee	(714) 444-4566
Saturday Evening Tournaments	The Other Guy's Cards & Comics, Lancaster, CA	5/17/97	Keith Tremblay	(805) 723-3999
You Con 20	Brunswick Valley Bowl, Simi Valley, CA	5/17/97	Jamey Parker	(805) 579-0312
Court Jesters Tourney	Court Jesters, Temple City, CA	5/17/97	Frank Burr	(818) 451-9924
The Light Side - Limited	The Light Side, Lakewood, CO	5/17/97	Jolaine Scott	(303) 984-2790
The Force Limited Deck Tourn	The Force Comics, Greenacres, FL	5/17/97	Tracie Naklicki	(561) 966-0046
Booster Draft Tournament	Saints & Shadows, Panama City, FL	5/17/97	Ray Stanley	(904) 871-1188
Booster Draft Tournament	Warzone, Alpharetta, GA	5/17/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	5/17/97	Brett Burkholder	(770) 979-4322
Pastimes - Limited	Pastimes Sportscards & Comics, Wilmette, IL	5/17/97	Alan Hochman	(847) 251-9004
DCI Sanctioned Tourney @ Tom's	Tom's Triple Play, Bossier City, LA	5/17/97	Michael Champion	(318) 747-6153
Sat Night Limited Tournament	The Mint Card Co, Glen Burnie, MD	5/17/97	Steven Thomas	(410) 766-8071
Draft Master Tournament Series	Gamers' Guild Game Store, Battle Creek, MI	5/17/97	Laurel King	(616) 660-0925
Limited Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/17/97	James Babin, Sr	(810) 997-6994
Big Buddies Challenge	Celebrations, Carthage, MO	5/17/97	Tim Ramsey	(417) 358-9650
Limited Limited Deck Tournament	Ridgeland Public Library, Ridgeland, MS	5/17/97	Ralph Watson	(601) 968-5467
Paradox's Weekly Tournament	Paradox Comics-N-Cards, Inc., Fargo, ND	5/17/97	Kevin Johnson	(701) 239-9505
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	5/17/97	John Wood	(716) 446-1620
Limited Tournament	Fisherman's Grotto, N Bend, OR	5/17/97	William Deschler	(541) 888-5690
American Chattanooga - Limited	American Comics & Cards, Chattanooga, TN	5/17/97	Ron McClure	(423) 490-0501
Games Galore - Booster Draft	Games Galore, Arlington, TX	5/17/97	Bill Forisha	(817) 461-4263
House Of Cards-Limited	House Of Cards, Copperas Cove, TX	5/17/97	Phillip Robinson	(817) 542-1174
Strike Zone - Limited	Strike Zone, Houston, TX	5/17/97	Dustin Johnson	(281) 484-7875
Gerard's Comics-Limited	Gerard's Comics, Killeen, TX	5/17/97	Phillip Robinson	(817) 628-9197
Planet Comics Monthly Tourney	Planet Comics, Midland, TX	5/17/97	Jennifer King	(915) 689-2669
The Slam Pit - Limited	The Slam Pit, North Hollywood, CA	5/18/97	Sharon Feldstein	(818) 763-4748
Sanctioned Limited Tournament	Metro Comics, Santa Barbara, CA	5/18/97	Robert Ficarra	(805) 963-2168
Raven's Rule-Limited	Harry's Sports Cards, Orange Park, FL	5/18/97	Harry Miller	(904) 272-5425
Limited Tournament	Warzone, Alpharetta, GA	5/18/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	5/18/97	Brett Burkholder	(770) 979-4322
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	5/18/97	Daniel Bishop	(847) 298-2278
Day Of Reckoning-Limited Tourn	The Arena, Flint, MI	5/18/97	Michael Hoffmann	(810) 655-5008
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	5/18/97	David (Kato) Krause	(716) 824-5555
American Knoxville - Limited	American Comics & Cards, Knoxville, TN	5/18/97	Ron McClure	(423) 521-9000
Collector's Choice Weekly	Collector's Choice Knoxville, Knoxville, TN	5/18/97	Todd Muldrew	(423) 546-2665
Sunday Showdown	Book Browser, Houston, TX	5/18/97	Russel Law	(713) 680-1870
Bolen Books Ice Age Limited	Victoria Hillside Centre, Victoria, BC	5/19/97	Dale Friesen	(604) 595-4232
Booster Draft Tournament	Warzone, Alpharetta, GA	5/19/97	David Doust	(770) 753-0030
Dreamers Sportscards & More	Dreamers Sportscards & More, St Louis Park, MN	5/19/97	Nick Csercse	(612) 938-8163
Booster Draft Tournament	Warzone, Alpharetta, GA	5/20/97	David Doust	(770) 753-0030
Draft Master Series	Gamers' Guild Game Store, Battle Creek, MI	5/20/97	Laurel King	(616) 660-0925
Tuesday Night Fights	Cardhaus Games, Stillwater, OK	5/20/97	Matt Hoskins	(405) 372-3021
K-K's Sanctioned Booster	KK's Komics-Kards-Kollectibles, Pleasanton, CA	5/21/97	Tanoa Stewart	(510) 734-0141
Dreamers Sportscards & More	Dreamers Sportscards & More, St Louis Park, MN	5/21/97	Nick Csercse	(612) 938-8163
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	5/21/97	David (Kato) Krause	(716) 824-5555
Booster Draft Tournament	Warzone, Alpharetta, GA	5/22/97	David Doust	(770) 753-0030
Draft Master Series	Gamers' Guild Game Store, Battle Creek, MI	5/22/97	Laurel King	(616) 660-0925
Limited Tournament	Two Wizards & A Sage, Fords, NJ	5/22/97	Colin Jones	(908) 738-6518
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	5/22/97	John Wood	(716) 446-1620
Friday At First	Who's On First?, Hayward, CA	5/23/97	Gregory Singewald	(510) 582-1893
Booster Draft Tournament	Warzone, Alpharetta, GA	5/23/97	David Doust	(770) 753-0030
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	5/23/97	Brian DePadro	(404) 892-4442
Booster Draft Tournament	Mike's Cards & Comics, N Chelmsford, MA	5/23/97	Dave Jaracz	(508) 251-0741
Twin City Limited Deck	Twin City Card And Music, Bristol, TN	5/23/97	Wayne Baker	(423) 764-1720
The Jester's Court Booster	The Jester's Court, Phoenix, AZ	5/24/97	Billy Williams	(602) 943-8038
The Saturday Gathering	Costa Mesa Women's Club, Costa Mesa, CA	5/24/97	Scott Larabee	(714) 444-4566
Mad And Crazy Tournaments	Mad Cards And Crazy Games, Oakland, CA	5/24/97	Derek Ng	(510) 433-0368
Court Jesters Tourney	Court Jesters, Temple City, CA	5/24/97	Frank Burr	(818) 451-9924
Booster Draft Tournament	Warzone, Alpharetta, GA	5/24/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	5/24/97	Brett Burkholder	(770) 979-4322
Sat Night Limited Tournament	The Mint Card Co, Glen Burnie, MD	5/24/97	Steven Thomas	(410) 766-8071
Draft Master Tournament Series	Gamers' Guild Game Store, Battle Creek, MI	5/24/97	Laurel King	(616) 660-0925
Guild Masters Championship	Gamers' Guild Game Store, Battle Creek, MI	5/24/97	Laurel King	(616) 660-0925
The Pack Shack Limited	The Pack Shack, Southgate, MI	5/24/97	Jeneen Kilgore	(313) 284-0550
Amazon Comics - Limited Deck	Amazon Comics, House Springs, MO	5/24/97	Aaron Miller	(314) 671-5550
Gathering Ground-Limited	Gathering Ground, St Louis, MO	5/24/97	Ron Powell	(314) 770-0022
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	5/24/97	John Wood	(716) 446-1620
Depot's Limited Tournament	Comic Book Depot, Wantagh, NY	5/24/97	Alan Paperin	(516) 221-9337
Games Galore - Booster Draft	Games Galore, Arlington, TX	5/24/97	Bill Forisha	(817) 461-4263
Game Fest Day - 10 AM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 1 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 4 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 9 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Game Fest Day - 11 PM	Dallas, TX	5/24/97	The Mad Hatter	(806) 763-4054
Mirage-Visions Limited	Cool Games, Garland, TX	5/24/97	Jason Regan	(972) 496-3547
Okanagan Bash VIII	Predator Cards & Collectables, Kelowna, BC	5/25/97	Kim_ Jakku	(800) 422-1453
The Slam Pit - Limited	The Slam Pit, North Hollywood, CA	5/25/97	Sharon Feldstein	(818) 763-4748
Sanctioned Booster Draft	Metro Comics, Santa Barbara, CA	5/25/97	Robert Ficarra	(805) 963-2168
Sanctioned DCI Tournament	Back To The Past, Sonora, CA	5/25/97	Marilyn Elliott	(209) 533-3807
Limited Tournament	Warzone, Alpharetta, GA	5/25/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	5/25/97	Brett Burkholder	(770) 979-4322
Mike's Limited Tourney	Mike's Cards & Comics, Snellville, GA	5/25/97	Brett Burkholder	(770) 979-4322
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	5/25/97	Daniel Bishop	(847) 298-2278
Day Of Reckoning-Limited Tourn	The Arena, Flint, MI	5/25/97	Michael Hoffmann	(810) 655-5008
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	5/25/97	David (Kato) Krause	(716) 824-5555
Comic Express Sanctioned Tourn	Comic Express, Milton, ON	5/25/97	Eric Walton	(905) 875-2226
401 Ways To Die....	401 Convenience, Toronto, ON	5/25/97	Jeff MacDougall	(416) 538-7370
Limited Deck Tournament	Sport Cards, Crafts & Collect, Windsor, ON	5/25/97	Laurie Clark	(519) 969-2984
Eternal Elysium - Classic	Eternal Elysium, Portland, OR	5/25/97	Robert Rising	(503) 761-4420
Sunday Showdown	Book Browser, Houston, TX	5/25/97	Russel Law	(713) 680-1870
Mirage/Visions Limited Deck	Renton, WA	5/25/97	Gary Vandegrift	(206) 204-5815
The Jester's Court Classic	The Jester's Court, Phoenix, AZ	5/26/97	Billy Williams	(602) 943-8038
The Light Side - Booster Draft	The Light Side, Lakewood, CO	5/26/97	Eric Scott	(303) 984-2790
Booster Draft Tournament	Warzone, Alpharetta, GA	5/26/97	David Doust	(770) 753-0030
Dreamers Sportscards & More	Dreamers Sportscards & More, St Louis Park, MN	5/26/97	Nick Csercse	(612) 938-8163
Ice Age Limited Deck Tournament	Renton, WA	5/26/97	Gary Vandegrift	(206) 204-5815
Booster Draft Tournament	Warzone, Alpharetta, GA	5/27/97	David Doust	(770) 753-0030
Tuesday Night Fights	Cardhaus Games, Stillwater, OK	5/27/97	Matt Hoskins	(405) 372-3021
K-K's Sanctioned Booster	KK's Komics-Kards-Kollectibles, Pleasanton, CA	5/28/97	Tanoa Stewart	(510) 734-0141
Card Wars 40	Darrell's Game Room, Sterling, IL	5/28/97	Darrell Hadley	(815) 622-2810
Dreamers Sportscards & More	Dreamers Sportscards & More, St Louis Park, MN	5/28/97	Nick Csercse	(612) 938-8163
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	5/28/97	David (Kato) Krause	(716) 824-5555
Booster Draft Tournament	Warzone, Alpharetta, GA	5/29/97	David Doust	(770) 753-0030
Limited Tournament	Two Wizards & A Sage, Fords, NJ	5/29/97	Colin Jones	(908) 738-6518
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	5/29/97	John Wood	(716) 446-1620
Friday At First	Who's On First?, Hayward, CA	5/30/97	Gregory Singewald	(510) 582-1893
Booster Draft Tournament	Warzone, Alpharetta, GA	5/30/97	David Doust	(770) 753-0030
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	5/30/97	Brian DePadro	(404) 892-4442
Booster Draft Tournament	Mike's Cards & Comics, N Chelmsford, MA	5/30/97	Dave Jaracz	(508) 251-0741
The Jester's Court Limited	The Jester's Court, Phoenix, AZ	5/31/97	Billy Williams	(602) 943-8038
The Saturday Gathering	Costa Mesa Women's Club, Costa Mesa, CA	5/31/97	Scott Larabee	(714) 444-4566
Court Jesters Tourney	Court Jesters, Temple City, CA	5/31/97	Frank Burr	(818) 451-9924
The Jesters Joust - Booster	Court Jesters, Temple City, CA	5/31/97	Frank Burr	(818) 451-9924
The Force Limited Deck Tourn	The Force Comics, Greenacres, FL	5/31/97	Tracie Naklicki	(561) 966-0046
Booster Draft Tournament	Warzone, Alpharetta, GA	5/31/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	5/31/97	Brett Burkholder	(770) 979-4322
Sat Night Limited Tournament	The Mint Card Co, Glen Burnie, MD	5/31/97	Steven Thomas	(410) 766-8071
Draft Master Tournament Series	Gamers' Guild Game Store, Battle Creek, MI	5/31/97	Laurel King	(616) 660-0925
Limited Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	5/31/97	James Babin, Sr	(810) 997-6994
Limited Tournament	Branson Depot, Branson, MO	5/31/97	Chris Burgess	(417) 335-4330
Amazon Comics - Limited Deck	Amazon Comics, House Springs, MO	5/31/97	Aaron Miller	(314) 671-5550
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	5/31/97	John Wood	(716) 446-1620
Games Galore - Booster Draft	Games Galore, Arlington, TX	5/31/97	Bill Forisha	(817) 461-4263
House Of Cards-Limited	House Of Cards, Copperas Cove, TX	5/31/97	Phillip Robinson	(817) 542-1174
Strike Zone - Limited	Strike Zone, Houston, TX	5/31/97	Dustin Johnson	(281) 484-7875
Gerard's Comics-Limited	Gerard's Comics, Killeen, TX	5/31/97	Phillip Robinson	(817) 628-9197
The Slam Pit-Limited	The Slam Pit, North Hollywood, CA	6/1/97	Sharon Feldstein	(818) 763-4748
Sanctioned Limited Tournament	Metro Comics, Santa Barbara, CA	6/1/97	Robert Ficarra	(805) 963-2168
Limited Tournament	Warzone, Alpharetta, GA	6/1/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/1/97	Brett Burkholder	(770) 979-4322
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/1/97	Daniel Bishop	(847) 298-2278
Day Of Reckoning-Limited Tourn	The Arena, Flint, MI	6/1/97	Michael Hoffmann	(810) 655-5008
401 Ways To Die....	401 Convenience, Toronto, ON	6/1/97	Jeff MacDougall	(416) 538-7370
Sunday Showdown	Book Browser, Houston, TX	6/1/97	Russel Law	(713) 680-1870
Booster Draft Tournament	Warzone, Alpharetta, GA	6/2/97	David Doust	(770) 753-0030
Booster Draft Tournament	Warzone, Alpharetta, GA	6/3/97	David Doust	(770) 753-0030
Tuesday Night Fights	Cardhaus Games, Stillwater, OK	6/3/97	Matt Hoskins	(405) 372-3021
K-K's Sanctioned Booster	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/4/97	Tanoa Stewart	(510) 734-0141
Card Wars 41	Darrell's Game Room, Sterling, IL	6/4/97	Darrell Hadley	(815) 622-2810
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/4/97	David (Kato) Krause	(716) 824-5555
The Game Parlor-Limited	The Game Parlor, Chantilly, VA	6/4/97	Gary Fortenberry	(703) 803-3114
Booster Draft Tournament	Warzone, Alpharetta, GA	6/5/97	David Doust	(770) 753-0030
Limited Tournament	Two Wizards & A Sage, Fords, NJ	6/5/97	Colin Jones	(908) 738-6518
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	6/5/97	John Wood	(716) 446-1620
Front Row Fridays	The Front Row, Orange Park, FL	6/6/97	Gary Eldridge	(904) 276-7076
Booster Draft Tournament	Warzone, Alpharetta, GA	6/6/97	David Doust	(770) 753-0030
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/6/97	Brian DePadro	(404) 892-4442
The Soldiery Weekly Tourney	The Soldiery Inc, Columbus, OH	6/6/97	David Pearl	(614) 235-1484
The Jester's Court-Booster	The Jester's Court, Phoenix, AZ	6/7/97	Billy Williams	(602) 943-8038
Saturday Evening Tournaments	The Other Guy's Cards & Comics, Lancaster, CA	6/7/97	Keith Tremblay	(805) 723-3999
Comx Plus Weekly Tournament	Comx Plus, Lompoc, CA	6/7/97	George Laufer	(805) 736-0050
Monthly Limited	Clarks Trading, Santa Rosa, CA	6/7/97	Mike Clark	(707) 546-2000
Court Jesters Tourney	Court Jesters, Temple City, CA	6/7/97	Frank Burr	(818) 451-9924
Booster Draft Tournament	Gotham City, Colorado Springs, CO	6/7/97	Charles Schofield II	(719) 596-3698
Booster Draft Tournament	Warzone, Alpharetta, GA	6/7/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/7/97	Brett Burkholder	(770) 979-4322
Draft Master Tournament Series	Gamers' Guild Game Store, Battle Creek, MI	6/7/97	Laurel King	(616) 660-0925
Big Buddies Challenge	Celebrations, Carthage, MO	6/7/97	Tim Ramsey	(417) 358-9650
Amazon Comics - Limited	Amazon Comics, House Springs, MO	6/7/97	Aaron Miller	(314) 671-5550
Paradox's Weekly Tournament	Paradox Comics-N-Cards, Inc., Fargo, ND	6/7/97	Kevin Johnson	(701) 239-9505
Flights Of Fantasy - Limited	Flights Of Fantasy Books, Albany, NY	6/7/97	Maria Perry	(518) 433-8803
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	6/7/97	John Wood	(716) 446-1620
Collector's Choice Weekly	Collector's Choice, Cleveland, TN	6/7/97	Jason Simpson	(423) 472-6649
The Slam Pit-Limited	The Slam Pit, North Hollywood, CA	6/8/97	Sharon Feldstein	(818) 763-4748
Sanctioned Booster Draft	Metro Comics, Santa Barbara, CA	6/8/97	Robert Ficarra	(805) 963-2168
Limited Tournament	Warzone, Alpharetta, GA	6/8/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/8/97	Brett Burkholder	(770) 979-4322
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/8/97	Daniel Bishop	(847) 298-2278
Day Of Reckoning-Limited Tourn	The Arena, Flint, MI	6/8/97	Michael Hoffmann	(810) 655-5008
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/8/97	David (Kato) Krause	(716) 824-5555
401 Ways To Die....	401 Convenience, Toronto, ON	6/8/97	Jeff MacDougall	(416) 538-7370
Collector's Choice Weekly	Collector's Choice Knoxville, Knoxville, TN	6/8/97	Todd Muldrew	(423) 546-2665
Sunday Showdown	Book Browser, Houston, TX	6/8/97	Russel Law	(713) 680-1870
Booster Draft Tournament	Warzone, Alpharetta, GA	6/9/97	David Doust	(770) 753-0030
Booster Draft Tournament	Warzone, Alpharetta, GA	6/10/97	David Doust	(770) 753-0030
Tuesday Night Fights	Cardhaus Games, Stillwater, OK	6/10/97	Matt Hoskins	(405) 372-3021
K-K's Sanctioned Booster	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/11/97	Tanoa Stewart	(510) 734-0141
Card Wars 42	Darrell's Game Room, Sterling, IL	6/11/97	Darrell Hadley	(815) 622-2810
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/11/97	David (Kato) Krause	(716) 824-5555
Booster Draft Tournament	Warzone, Alpharetta, GA	6/12/97	David Doust	(770) 753-0030
Limited Tournament	Two Wizards & A Sage, Fords, NJ	6/12/97	Colin Jones	(908) 738-6518
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	6/12/97	John Wood	(716) 446-1620
401 Ways To Die....	401 Convenience, Toronto, ON	6/12/97	Jeff MacDougall	(416) 538-7370
Booster Draft Tournament	Warzone, Alpharetta, GA	6/13/97	David Doust	(770) 753-0030
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/13/97	Brian DePadro	(404) 892-4442
The Jester's Court-Limited	The Jester's Court, Phoenix, AZ	6/14/97	Billy Williams	(602) 943-8038
Saturday Evening Tournaments	The Other Guy's Cards & Comics, Lancaster, CA	6/14/97	Keith Tremblay	(805) 723-3999
Mad And Crazy Tournaments	Mad Cards And Crazy Games, Oakland, CA	6/14/97	Derek Ng	(510) 433-0368
Wizard's Joust-Limited	Castle Games, Rohnert Park, CA	6/14/97	Chad Jensen	(707) 585-8609
Court Jesters Tourney	Court Jesters, Temple City, CA	6/14/97	Frank Burr	(818) 451-9924
The Force Comics - Limited	The Force Comics, Greenacres, FL	6/14/97	Tracie Naklicki	(561) 966-0046
Booster Draft Tournament	Warzone, Alpharetta, GA	6/14/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/14/97	Brett Burkholder	(770) 979-4322
Card Wars	Darrell's Game Room, Sterling, IL	6/14/97	Darrell Hadley	(815) 622-2810
Limited Tournament	Boulanger Collectibles, Mendon, MA	6/14/97	Charles Boulanger	(508) 634-1482
Draft Master Tournament Series	Gamers' Guild Game Store, Battle Creek, MI	6/14/97	Laurel King	(616) 660-0925
Guild Masters Championship	Gamers' Guild Game Store, Battle Creek, MI	6/14/97	Laurel King	(616) 660-0925
Limited Tournament	BDC Bike, Sports & Game Cards, Shelby Twp, MI	6/14/97	James Babin, Sr	(810) 997-6994
Big Buddies Challenge	Celebrations, Carthage, MO	6/14/97	Tim Ramsey	(417) 358-9650
Amazon Comics - Limited	Amazon Comics, House Springs, MO	6/14/97	Aaron Miller	(314) 671-5550
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	6/14/97	John Wood	(716) 446-1620
Limited Tournament	Wm Sweet Memorial Tennis Cnt, Coos Bay, OR	6/14/97	William Deschler	(541) 888-5690
Heroes & Dragons Limited	Heroes & Dragons, Columbia, SC	6/14/97	Harold Snipes	(803) 731-4376
War Of The Wizards	Gamer's Guild, Corpus Christi, TX	6/14/97	John Howard	(512) 992-2832
Strike Zone - Limited	Strike Zone, Houston, TX	6/14/97	Dustin Johnson	(281) 484-7875
Mirage/Visions Limited	Mega City, San Antonio, TX	6/14/97	Jei Salvador	(210) 349-7905
Limited Tournament	Chimera Hobby Shop, Fond du Lac, WI	6/14/97	Robert Moses	(414) 922-8338
The Slam Pit-Limited	The Slam Pit, North Hollywood, CA	6/15/97	Sharon Feldstein	(818) 763-4748
Sanctioned Limited Tournament	Metro Comics, Santa Barbara, CA	6/15/97	Robert Ficarra	(805) 963-2168
Limited Tournament	Warzone, Alpharetta, GA	6/15/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/15/97	Brett Burkholder	(770) 979-4322
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/15/97	Daniel Bishop	(847) 298-2278
Day Of Reckoning-Limited Tourn	The Arena, Flint, MI	6/15/97	Michael Hoffmann	(810) 655-5008
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/15/97	David (Kato) Krause	(716) 824-5555
401 Ways To Die....	401 Convenience, Toronto, ON	6/15/97	Jeff MacDougall	(416) 538-7370
Sunday Showdown	Book Browser, Houston, TX	6/15/97	Russel Law	(713) 680-1870
Booster Draft Tournament	Warzone, Alpharetta, GA	6/16/97	David Doust	(770) 753-0030
Booster Draft Tournament	Warzone, Alpharetta, GA	6/17/97	David Doust	(770) 753-0030
Tuesday Night Fights	Cardhaus Games, Stillwater, OK	6/17/97	Matt Hoskins	(405) 372-3658
K-K's Sanctioned Booster	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/18/97	Tanoa Stewart	(510) 734-0141
Card Wars 43	Darrell's Game Room, Sterling, IL	6/18/97	Darrell Hadley	(815) 622-2810
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/18/97	David (Kato) Krause	(716) 824-5555
Booster Draft Tournament	Warzone, Alpharetta, GA	6/19/97	David Doust	(770) 753-0030
Limited Tournament	Two Wizards & A Sage, Fords, NJ	6/19/97	Colin Jones	(908) 738-6518
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	6/19/97	John Wood	(716) 446-1620
Booster Draft Tournament	Warzone, Alpharetta, GA	6/20/97	David Doust	(770) 753-0030
Classic Comics 1 Gaming	Classic Comics 1, Atlanta, GA	6/20/97	Brian DePadro	(404) 892-4442
Limited Tournament	University Of Winnipeg, Winnipeg, MB	6/20/97	Shawn Baker	(204) 786-2035
The Jester's Court-Booster	The Jester's Court, Phoenix, AZ	6/21/97	Billy Williams	(602) 943-8038
Kemps Komics & Kards-Limited	Kemps Komics & Kards, Riverside, CA	6/21/97	Sally Cooley	(909) 784-8433
Court Jesters Tourney	Court Jesters, Temple City, CA	6/21/97	Frank Burr	(818) 451-9924
Booster Draft Tournament	Warzone, Alpharetta, GA	6/21/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/21/97	Brett Burkholder	(770) 979-4322
Moon Jewel Quest 1	Loveland Community House, Dixon, IL	6/21/97	William Shank	(815) 284-2741
June Jam	Casey's At Bat, Galesburg, IL	6/21/97	Tracy Burlison	(309) 341-1955
Draft Master Tournament Series	Gamers' Guild Game Store, Battle Creek, MI	6/21/97	Laurel King	(616) 660-0925
Big Buddies Challenge	Celebrations, Carthage, MO	6/21/97	Tim Ramsey	(417) 358-9650
Amazon Comics - Limited	Amazon Comics, House Springs, MO	6/21/97	Aaron Miller	(314) 671-5550
Buffalo Lotus-Booster	Buffalo Lotus, Amherst, NY	6/21/97	John Wood	(716) 446-1620
Depot's Booster Draft	Comic Book Depot, Wantagh, NY	6/21/97	Alan Paperin	(516) 221-9337
Fantasy World's - Limited	Fantasy World's Unlimited, Geneva, OH	6/21/97	Christopher Perry	(216) 466-7726
Limited Tournament	Mad Hatter's House Of Games, Lubbock, TX	6/21/97	The Mad Hatter	(806) 763-4054
Planet Comics Monthly Tourney	Planet Comics, Midland, TX	6/21/97	Jennifer King	(915) 689-2669
The Slam Pit-Limited	The Slam Pit, North Hollywood, CA	6/22/97	Sharon Feldstein	(818) 763-4748
Sanctioned Booster Draft	Metro Comics, Santa Barbara, CA	6/22/97	Robert Ficarra	(805) 963-2168
Limited Tournament	Warzone, Alpharetta, GA	6/22/97	David Doust	(770) 753-0030
Mike's Booster Tourney	Mike's Cards & Comics, Snellville, GA	6/22/97	Brett Burkholder	(770) 979-4322
Hansen's Elite 32	Hansens' Hobbies 2, Des Plaines, IL	6/22/97	Daniel Bishop	(847) 298-2278
Day Of Reckoning-Limited Tourn	The Arena, Flint, MI	6/22/97	Michael Hoffmann	(810) 655-5008
Is It Hot, Or Is It Me?	Greenspray Coffee, Hobbs, NM	6/22/97	Christian Germany	(505) 392-6515
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/22/97	David (Kato) Krause	(716) 824-5555
401 Ways To Die....	401 Convenience, Toronto, ON	6/22/97	Jeff MacDougall	(416) 538-7370
Sunday Showdown	Book Browser, Houston, TX	6/22/97	Russel Law	(713) 680-1870
Booster Draft Tournament	Warzone, Alpharetta, GA	6/23/97	David Doust	(770) 753-0030
Booster Draft Tournament	Warzone, Alpharetta, GA	6/24/97	David Doust	(770) 753-0030
Tuesday Night Fights	Cardhaus Games, Stillwater, OK	6/24/97	Matt Hoskins	(405) 372-3021
K-K's Sanctioned Booster	KK's Komics-Kards-Kollectibles, Pleasanton, CA	6/25/97	Tanoa Stewart	(510) 734-0141
Card Wars 44	Darrell's Game Room, Sterling, IL	6/25/97	Darrell Hadley	(815) 622-2810
Booster Draft Tournament	Kato Krause's Card Cage, Buffalo, NY	6/25/97	David (Kato) Krause	(716) 824-5555

DCI RANKINGS

CLASSIC (TYPE I)

RANK	NAME	HOMETOWN	RATING
		BELGIUM	
1	Steve Clarys	Deurne, Belgium	1836
2	Rudi De Vos	Wuustwezel, Belgium	1727
3	Mathijs Luts	Hasselt, Belgium	1719
4	Kurt Foket	Lokeren, Belgium	1704
4	Werner Van Der Haeghe	Antwerpen, Belgium	1704
6	Antoine Rottiers	Belgium	1693
6	Ben Possemiers	Antwerpen, Belgium	1693
8	Vincent Geiling	Belgium	1664
9	Daniel Auquier	Charleroi, Belgium	1658
10	Andy Van Der Straeten	Handelsbeurs, Belgium	1647
		CANADA	
1	James G. Escott	Roaches Line, NF, Canada	1961
2	Dave Furey	Canada	1937
3	Will J. Suvak	Upper Gullios, NF, Canada	1871
4	Keith P. Parsons	St Johns, NF, Canada	1841
5	Peter C. Mccurdy	St Johns, NF, Canada	1829
6	Brent Mcculiough	Barrie, ON, Canada	1807
7	Rene Villeneuve	Midland, ON, Canada	1803
8	Peter E. Deal	St Johns, NF, Canada	1800
9	Patrick R. Martin	St Johns, NF, Canada	1798
10	Brad W. Thomas	Portugal Cove, NF, Canada	1796
10	Elijah Pollock	Toronto, ON, Canada	1796
10	Trevor C. Vatcher	St Johns, NF, Canada	1796
		THE CZECH REPUBLIC	
1	Jakub Slemr	Praha, Czech. Republic	1687
2	Ondrej Baudys	Hlinsko, Czech. Republic	1670
3	Pavel Fojtik	Ostrava, Czech. Republic	1666
4	Lukas Ladra	Praha, Czech. Republic	1659
5	David Korejtko	Zdar Nad Sazavou, Czech. Republic	1645
6	Lukas Kocourek	Prague, Czech. Republic	1637
		FINLAND	
1	Tommi Hovi	Kaarina, Finland	1734
2	Jousse Vato	Helsinki, Finland	1725
3	Tomi Walamies	Kaunianen, Finland	1713
4	Juha Helppi	Turku, Finland	1710
4	Petri Wathen	Kauniainen, Finland	1710
6	Marko Etelapera	Kokkola, Finland	1680
7	Erno Ekebom	Helsinki, Finland	1670
8	Kimmo Hovi	Kaarina, Finland	1649
9	Mikko Makiezz	Pori, Finland	1647
10	Arho Toikka	Helsinki, Finland	1631
		FRANCE	
1	Maynadier Boris	Castres, France	1756
2	Pierre Alain Laur	Prades Le Lez, France	1743
3	Bertrand Lestree	Pantin, France	1737
4	Jean-Philippe Sence	Bihurel, France	1735
5	Yalen Redler	Nimes, France	1734
6	Sebastien Gracia	Perigueux, France	1729
7	Philippe Pennacchi	Marseille, France	1727
8	Nicolas Meliot	Rouen, France	1719
9	Alexis Dumay	Montferrier, France	1706
10	Philippe Mongauze	Mesnil Esnard, France	1705
		GERMANY	
1	Arnold Anhndorf	Kerpen, Germany	1827
2	Lars Penke	Horn - Bad Meink, Germany	1744
3	Martin Seidel	Kabnuhe, Germany	1742
4	Thomas Schneider	Hildesheim, Germany	1732
5	Thomas Esser	Kreuzau, Germany	1716
6	Lutz Sorge	Seftenberg, Germany	1686
7	Markus Bell	Köln, Germany	1684
8	Min Suin	A'Burg, Germany	1678
9	Pascal Eggers	Ronnenberg, Germany	1674
10	Christph Bertolo	Karlsrhue, Germany	1673
		KOREA	
1	Dongwoo Son	Seoul, Korea	1754
2	Eunho Kang	Seoul, Korea	1705
3	Donggu Kim	Seoul, Korea	1690
4	Won-Yu Jun	Korea	1659
5	Junyong Cho	Seoul, Korea	1620
6	Yongnam Joh	Seoul, Korea	1608
7	Dong H. Eom	Seoul, Korea	1604
8	Jin-Gi Kong	Korea	1579
9	Young-Ho Park	Korea	1570
10	Jae-Seung Choi	Korea	1539
		SWEDEN	
1	Thomas Andersson	Täby, Sweden	1847
2	Tomas Larsson	Stockholm, Sweden	1820
3	Johan Disenborg	Tyreso, Sweden	1805
4	Mike Magnusson	Tyresö, Sweden	1788
4	Niklas Eriksson	Sollentuna, Sweden	1788
6	Leon Lindbäck	Stockholm, Sweden	1740
7	Lennart Borg	Taby, Sweden	1711
8	Neil Guthrie	Stockholm, Sweden	1702
9	Mattias Jorstedt	Goteborg, Sweden	1698
10	Marcus Lagerstrom-Holm	Sundbyberg, Sweden	1693
		THE NETHERLANDS	
1	Tom De Ruyter	Hoofddorp, The Netherlands	1622
2	Martin Beenhakker	Almere, The Netherlands	1606
3	Jesse Ting	Amstelveen, The Netherlands	1605
4	Harry Van Der Laan	Groninger, The Netherlands	1602
5	Maarten Broekhof	Haarlem, The Netherlands	1598
6	Roy Aberkrom	Amsterdam, The Netherlands	1594
7	Wouter Bekkers	Amsterdam, The Netherlands	1570
8	Robert Dekker	Purmerend, The Netherlands	1543
		UNITED KINGDOM	
1	Oliver Schneider	London, United Kingdom	1812
2	Andy Liles	Wolverhampton, United Kingdom	1795
3	Daniel Victor	Middlesex, United Kingdom	1789
4	Mike Wilson	Walsall, United Kingdom	1746
5	Paul Stevenson	Aberdeen, United Kingdom	1743
6	Barry Brown	Aberdeen, United Kingdom	1736
7	Chris Shepherd	Dundee, United Kingdom	1728
8	Sam Walker	London, United Kingdom	1721
9	Flec Goodwin	Macclesfield, United Kingdom	1712
10	Tim Hall	Huddersfield, United Kingdom	1711
		USA	
1	James Paul Wisniewiski	Buffalo, NY	2021
2	Mark Evans	Mount Clemens, MI	1969
3	Darwin Mess	Boston, MA	1938
4	Steven O'Mahoney-Schwartz	Brooklyn, NY	1917
5	Tom Guevin	Nashua, NH	1911
6	Chad Hastaba	Middle Village, NY	1906
7	Michael Thomas	Depew, NY	1889
8	Tim Dibartolo	Blackwood, NJ	1877
9	John Chinnock	Summit, NJ	1863
10	Igor Frayman	Los Angeles, CA	1859

STANDARD (TYPE II)

RANK	NAME	HOMETOWN	RATING
		ARGENTINA	
1	Diego Hernan Rivas	Buenos Aires, Argentina	1778
2	Hernan Javier Parra	Buenos Aires, Argentina	1640
3	Pablo Mantaras	Bella Vista, Argentina	1625
4	Ignacio Monteavaro	Vicente Lopez, Argentina	1611
5	Federico Rebora	Buenos Aires, Argentina	1491
		AUSTRALIA	
1	Tom Chanpheng	Brisbane, Queensland, Australia	1823
2	David Tickner	Adelaide, Australia	1798
3	Kevin Pfitzner	Adelaide, Australia	1709
4	Frank Lee	Adelaide, Australia	1697
5	Matt Fulston	Adelaide, Australia	1695
6	Glenn Shanley	Australia	1691
7	Luke Tonkin	Adelaide, Australia	1688
8	Michael Doecke	Adelaide, Australia	1681
9	Craig Sheppard	Melbourne, Australia	1669
10	Jeremy Groffen	Adelaide, Australia	1667
		BELGIUM	
1	Werner Van Der Haeghe	Antwerpen, Belgium	1794
2	Steve Clarys	Deurne, Belgium	1776
3	Niek Van Lissom	Grimbergen, Belgium	1747
4	Ben Possemiers	Antwerpen, Belgium	1742
5	Antoine Rottiers	Belgium	1725
6	Devos Reynot	Belgium	1724
6	Luc Gilis	Belgium	1724
8	Thomas Jensen	Belgium	1723
9	Bart Van Uffelen	Antwerpen, Belgium	1715
10	Dominic Symens	Brussel, Belgium	1705
		BRAZIL	
1	Guilherme Vila Couto	Rio De Janeiro, Brazil	1810
1	Jose Castro	Rio De Janeiro, Brazil	1810
3	Emerson Pereira	Juiz De Fora, Brazil	1797
4	Marcello Leone	Sao Paulo, Brazil	1792
5	Deusimar Serra	Rio De Janeiro, Brazil	1791
6	Marco A. Machado	Sao Paulo, Brazil	1776
7	Romario T. Britto	Rio De Janeiro, Brazil	1750
8	Marco Terra	Sao Paulo, Brazil	1748
9	Luiz Mendes	Sao Paulo, Brazil	1746
10	Flavio Botelho	Brasilia, Brazil	1744
		CANADA	
1	Paul Mccabe	Toronto, ON, Canada	1929
2	Michael Bower	Calgary, AB, Canada	1919
3	Peter Radonjic	New Westminster, BC, Canada	1908
4	Jp Sohy	Edmonton, AB, Canada	1904
5	Marinko A. Pavic	Calgary, AB, Canada	1902
6	Mike F. Donais	Windsor, ON, Canada	1887
7	Terry Lau	Richmond, BC, Canada	1880
8	Gabriel Tsang	Toronto, ON, Canada	1862
9	Matthew Vienneau	Toronto, ON, Canada	1861
10	Shaye W. Coleman	Edmonton, AB, Canada	1857
		THE CZECH REPUBLIC	
1	Pavlicek Miroslav	Praha, Czech Republic	1806
2	Sita Jaroslav	Praha, Czech Republic	1787
3	Ondrej Baudys	Hlinsko, Czech Republic	1773
4	Jakub Slemr	Praha, Czech Republic	1757
5	Lukas Ladra	Praha, Czech Republic	1704
6	Zacha Pavel	Podebrady, Czech Republic	1699
7	Lukas Kocourek	Prague, Czech Republic	1696
7	Nepozitek Bohumir	Praha, Czech Republic	1696
9	Pavel Fojtik	Ostrava, Czech Republic	1691
10	Douglas Wang	Praha 4, Czech Republic	1679
		DENMARK	
1	Andreas Nyborg	Holte, Denmark	1706
1	Svend Geertsen	Copenhagen, Denmark	1706
3	Rune Speich	Hvidovre, Denmark	1639
4	Mr. Mogensen	Denmark	1619
5	Anders Vensen	Helsingor, Denmark	1597
6	Philip Bagger	Roskilde, Denmark	1552
7	William Menzel	Kopenhagen, Denmark	1528
		FINLAND	
1	Lauri Sipi	Helsinki, Finland	1815
2	Tomi Walamies	Kaunianen, Finland	1798
3	Klaus Karki	Helsinki, Finland	1796
4	Arto Hiltunen	Turku, Finland	1792
5	Toni Kielo	Lieto, Finland	1777
6	Juha Helppi	Turku, Finland	1775
7	Arho Toikka	Helsinki, Finland	1754
8	Josse Vato	Helsinki, Finland	1728
9	Sauli Samita	Espoo, Finland	1727
10	Lasse Larvanko	Vantaa, Finland	1726
		FRANCE	
1	Stephane Haddad	Bordeaux, France	1957
2	Arnaud Atoch	La Garenne Colombe, France	1883
3	Jerome Martineau	Paris, France	1876
4	Laurant Pagorek	France	1863
5	Gregoire Soubrie	Bordeaux, France	1854
6	Cid	Saillans, France	1839
7	Bertrand Lestree	Pantin, France	1830
8	Alexandre Launay	Coye La Foret, France	1828
8	Nicolas Grunewald	Nice, France	1828
10	Gaël Jacquot	Besancon, France	1827
		GERMANY	
1	Uwe Stroinski	Reutlingen, Germany	1833
2	Oliver Krebs	Keeinostheim, Germany	1830
3	Gunnar Refsdal	Hamburg, Germany	1829
4	Peer Krieger	Hamburg, Germany	1822
5	Thorsten Felreutz	Zweibrucken, Germany	1811
6	Kai Budde	Köln, Germany	1803
7	Thomas Kuhl	Hamburg, Germany	1802
8	Gunner Eggers	Germany	1797
9	Christian Ermeutrud	Aachen, Germany	1788
9	Stephen Valkyser	Aachen, Germany	1788
		HUNGARY	
1	Petra'S Ga'Bor	Budapest, Hungary	1706
2	Toszegi Szabolcs	Budapest, Hungary	1701
3	Bakos Attila	Budapest, Hungary	1698
4	Tihor Miklos	Budapest, Hungary	1694
5	Rovo Viktor	Göd, Hungary	1680
6	Dezsi Levente	Debrecen, Hungary	1649
7	A'Da'M Bala'Sy	Budapest, Hungary	1641
8	Scücsy Da'Wiel	Budapest, Hungary	1631
9	Illes Marton	Budapest, Hungary	1620
10	Sandor Szegedi	Budapest, Hungary	1605
		JAPAN	
1	Satoshi Nakamura	Shinjyuku-Ku, TOK, Japan	1887
2	Koichiro Maki	Tokyo, Japan	1873
3	Matsuo Goro	Ishikawa, Japan	1871
4	Morisaki Nobuki	Kagawa, Japan	1854
5	Morishita Daisuke	Okayama, Japan	1833
6	Yoshiyuki Tsuruta	Nakano-Ku, TOK, Japan	1822
7	Daisuke Sato	Toyama, Japan	1811
8	Hideyuki Takahei	Tokyo, Japan	1806
8	Osanobu Funakoshi	Kanagawa, Japan	1806
10	Kentaro Miura	Tokyo, Japan	1800
		KOREA	
1	Namhoon Lee	Seoul, Korea	1704
2	David Seo	Seoul, Korea	1691
2	Dong Jin Seo	Korea	1691
4	Eunho Kang	Seoul, Korea	1690
5	Jo Chang Yu	Korea	1688
6	Dongwoo Son	Seoul, Korea	1686
7	Sang M. Jae	Seoul, Korea	1676
8	Matthew G. Paradise	Seoul, Korea	1664
9	Chang W. Jang	Seoul, Korea	1653
10	Nai H. Jung	Seoul, Korea	1647
		MEXICO	
1	Richard Adelfin	Mexico	1844
2	Dino Yu	Mexico	1779
3	Caloy Alejandro	Mexico	1772
4	Fredrich Lopez	Mexico	1736
5	Homero C. Cruz	DfMexico	1733
6	Arturo Rueda	Monterrey, NL, Mexico	1727
7	Carlo Regino	Mexico	1726
8	Archie Jesena	Mexico	1724
9	Felix Gonzales	Mexico	1714
10	Carl Santos	Mexico	1704
		NEW ZEALAND	
1	Allan Grooby	Wellington Country, New Zealand	1852
2	David Grieve	Dunedin, New Zealand	1830
3	Roger Miller	New Zealand	1814
4	David Williams	New Zealand	1755
5	James Bellaart	New Zealand	1751
6	Mark Simpson	New Zealand	1734
7	Andrew Hart	New Zealand	1725
8	Mark Redman	New Zealand	1719
8	Ross Bremner	New Zealand	1719
10	Elon Gibb	New Zealand	1717
		NORWAY	
1	Christen Ljones	Godvik, Norway	1694
2	Øyvind Ødegaard	Oslo, Norway	1691
3	Siguro Eskeland	Jar, Norway	1688
4	Kjartan Solsvik	Bergen, Norway	1684
5	Nicolai Herzog	Oslo, Norway	1646
6	David Rudic Lilleøren	Oslo, Norway	1643
7	Peter Evans	Bergen, Norway	1638
8	Haakon R. Monsen	Hosle, Norway	1637
9	Stig Fabernes	Tromsce, Norway	1636
10	Sturla Bingen	Sulheimsvir Bergen, Norway	1629

For the Record. Players must have competed in a minimum of ten matches in sanctioned tournament play in order to be eligible for a DCI ranking. Players with fewer than ten matches will receive a rating but no ranking. The data used to calculate the current rankings reflects matches played between December 1, 1995, and February 24, 1997, that were received by the DCI by March 3, 1997. Actual ratings were processed on March 13, 1997. The rankings include all players who have competed in a minimum of ten matches within the time frame listed.

RANK	NAME	HOMETOWN	RATING
	PHILIPPINES		
1	Angel J. Diokno	Quezon City, Philippines	1825
2	Rafael L. Lirag	Dillimon, Quezon Cty, Philippines	1804
3	B J. Barraquias	Metro Manila, Philippines	1792
4	Richard O. Laig	Manila, Philippines	1783
5	Edmond G. Villamy	Metro Manila, Philippines	1774
6	Nikki Alfar	Metro Manila, Philippines	1771
7	Rickey Yaneza	Muntinlupa, Philippines	1746
7	Wilbin S. Chan	Quezon City, Philippines	1746
9	Mitch Tatco	Metro Manila, Philippines	1745
10	Nikhos Garcia	Quezon City, Philippines	1737
	SINGAPORE		
1	Gabriel Kang	Singapore	1765
2	Dennis Teo	Singapore	1727
3	Chun Sieo Chong Ryan	Singapore	1720
4	Christpher Soon	Singapore	1710
5	Edward Khong Kai Loong	Singapore	1694
5	Mark J. Chang	Singapore	1694
7	Chee Yu Han	Singapore	1686
8	Teo Sheeau Huey	Singapore	1684
9	Tan Hanrey	Singapore	1665
10	Lim Teck Boon	Singapore	1646
10	Tan Tian Huei	Singapore	1646
	THE SLOVAK REPUBLIC		
1	Roderik Klinda	Bratislava, Slovak Republic	1692
2	Peter Herlingh	Brataslavia, Slovak Republic	1641
3	Richard Von Glasner	Bratislava, Slovak Republic	1632
4	Juraj Smrek	Bratislava, Slovak Republic	1630
5	Peter Palus	Zilina, Slovak Republic	1629
6	Andrej Bittsansky	Zilina, Slovak Republic	1578
7	Richard Ozsvald	Bratislava, Slovak Republic	1542
8	Karol Kostic	Solcany, Slovak Republic	1517
9	Andrej Banzo	Zilina, Slovak Republic	1514
	SWEDEN		
1	Olle Rade	Goteborg, Sweden	1869
2	Thomas Andersson	Täby, Sweden	1825
3	Martin Jordö	Mölnlycke, Sweden	1823
4	Neil Guthrie	Stockholm, Sweden	1810
5	Mike Magnusson	Tyresö, Sweden	1786
6	Dan Hörning	Stockholm, Sweden	1785
6	Leon Lindbäck	Stockholm, Sweden	1785
8	Marcus Angelin	Stockholm, Sweden	1754
9	Tapani Utriainen	Goteborg, Sweden	1742
10	Marcus Lagerstrom-Holm	Sundbyberg, Sweden	1740
	SWITZERLAND		
1	Alexander Blumke	Thönex, Switzerland	1757
2	Nicolas Favre	Geneva, Switzerland	1674
3	Eric Grob	St-Gallen, Switzerland	1667
4	Nicolas Curien	Bern, Switzerland	1648
5	Dirk Rattat	Zürich, Switzerland	1631
6	Frédéric Lenoir	St. Gullem, Switzerland	1620
7	Jürg Häberli	Bern, Switzerland	1615
8	Markus Reuthinger	Wädensurf, Switzerland	1608
9	Donat Hauser	Gossau, Switzerland	1587
10	Matteo Rivas	Switzerland	1583
	THE NETHERLANDS		
1	Wouter Witkam	Groningen, The Netherlands	1727
2	Freek Ten Cate	Groningen, The Netherlands	1719
3	Jeroen Voorbeytel	Utrecht, The Netherlands	1711
4	Koos Stolk	Groningen, The Netherlands	1705
5	Arjen Gnodde	Groningen, The Netherlands	1701
6	Rob Latten	S-Heerenberg, The Netherlands	1690
7	Martin Beenhakker	Almere, The Netherlands	1662
8	Bram Snepvangers	Utrecht, The Netherlands	1660
9	Frits Van Varik	Amsterdam, The Netherlands	1659
10	Stoffer Van Dijk	Groningen, The Netherlands	1654
	UNITED KINGDOM		
1	Graham Thomson	Edinburgh, United Kingdom	2007
2	Stephen Roche	London, United Kingdom	1932
3	Andy Liles	Wolverhampton, United Kingdom	1930
4	Jason Nicoll	High Wycombe, Bucks, United Kingdom	1922
5	Christopher Manners	Putney, London, United Kingdom	1906
6	Amit Arora	Brentford, Middlese, United Kingdom	1903
7	Mark Wootton	Fife, United Kingdom	1887
8	Mark Wright	Doncaster , United Kingdom	1884
9	Tony Dobson	London, United Kingdom	1876
10	Clint Oldridge	Cardiff, United Kingdom	1873
10	Gary Carman	Portsmouth, United Kingdom	1873
	USA		
1	John Hunks	Norton, OH	1992
2	Scott R. Johns	Northridge, CA	1983
3	Michael D. Jennings	Dubuque, IA	1980
4	Jeremy D. Brower	Tucson, AZ	1974
5	Jim Lemire	Southboro, MA	1970
6	Joe Bowers	Cleveland, OH	1969
7	Chedy Hampson	Syracuse, NY	1960
8	David Bachmann	Linden, NJ	1947
9	Peter Leiher	Largo, FL	1945
10	David E. Price	Ithaca, NY	1944

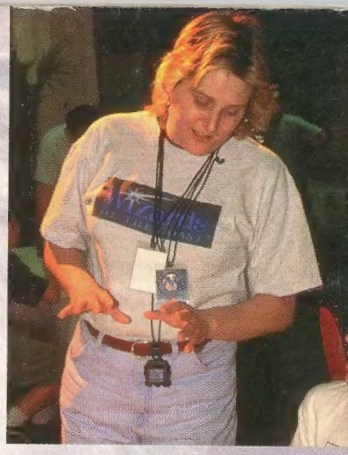
LIMITED (SEALED-DECK)

RANK	NAME	HOMETOWN	RATING
	AUSTRALIA		
1	Paul Bronson	Victoria, Australia	1730
2	Michael Doecke	Adelaide, Australia	1719
3	Craig Sheppard	Melbourne, Australia	1712
4	Bart Smyth	Adelaide, Australia	1707
5	Andrew Varga	Victoria, Australia	1703
5	Russell Barlow	Australia	1703
7	Matt Goodall	Australia	1700
8	Tom Chanpheng	Brisbane, Queensland, Australia	1691
9	Stephen Combell	Victoria, Australia	1689
10	James Crockart	Australia	1679
	AUSTRIA		
1	Alexander Proschofsky	Wien, Austria	1657
2	Josef Welzenbach	Traun, Austria	1642
3	Christian Schopf	Linz, Austria	1594
4	Gerald Santner	Feldkirchen, Austria	1584
5	Thomas Nistelberger	Weiz, Austria	1580
	BELGIUM		
1	Ben Possemiers	Antwerpen, Belgium	1797
2	Kurt Foket	Lokeren, Belgium	1755
3	Mark Dictus	Schoten, Belgium	1748
4	Andy Van Der Straeten	Handelsbeurs, Belgium	1721
5	Niek Van Lissom	Grimbergen, Belgium	1699
6	Thierry Vandeveide	Belgium	1685
7	Vincent Geiling	Belgium	1674
8	Laurent Biernaux	Bruxelles, Belgium	1671
9	Stefan Strybol	Kessel, Belgium	1660
10	Devos Reynot	Belgium	1656
	CANADA		
1	Jeff Donais	Windsor, ON, Canada	1914
2	Mike Voulgaris	Toronto, ONT, Canada	1874
3	No Yong (John) Park	Toronto, ON, Canada	1868
4	Gary G Wise	Willowdale, ON, Canada	1839
5	Michael Gurney	Winnipeg, MB, Canada	1820
6	Terry Lau	Richmond, BC, Canada	1804
7	Mike Hanfield	Edmonton, AB, Canada	1800
8	Jeff B Olsen	London, ONT, Canada	1797
9	Matthew Vienneau	Toronto, Canada	1792
9	Mike Boai	Ottawa, ON, Canada	1792
	THE CZECH REPUBLIC		
1	Ondrej Baudys	Hlinsko, Czech Republic	1852
2	Jakub Slemr	Praha, Czech Republic	1793
3	David Korejtko	Zdar Nad Sazavou, Czech Republic	1787
4	Douglas Wang	Praha 4, Czech Republic	1763
5	Ivan Stanoev	Brno, Czech Republic	1724
6	Michal Tiha	Kosor, Czech Republic	1700
7	Roman Janik	Praha 10, Czech Republic	1687
8	Tomas Kosicka	Praha 5, Czech Republic	1674
9	Martin Perlik	Praha, Czech Republic	1672
9	Nepozitek Bohumir	Praha, Czech Republic	1672
	FINLAND		
1	Tommi Hovi	Kaarina, Finland	1784
2	Arto Hiltunen	Turku, Finland	1771
3	Tomi Walamies	Kaunianen, Finland	1766

RANK	NAME	CITY,STATE	RATING
4	Jussi Vakmari Hiltunen	Turku, Finland	1761
5	Lauri Sipi	Helsinki, Finland	1760
6	Janne Kaistinen	Järvenpää, Finland	1759
7	Lasse Larvanko	Vantaa, Finland	1743
8	Jarno Kokko	Vantaa, Finland	1741
9	Juha Helppi	Turku, Finland	1723
10	Toni Kielo	Lieto, Finland	1716
	FRANCE		
1	Michael Debard	Paris, France	1844
2	Laurant Pagorek	France	1748
3	Minh Hieu Le	Reims, France	1747
4	Pierre Alain Laur	Prades Le Lez, France	1746
5	Stefan Delaunay	Bourg-Les-Valence, France	1720
6	Francois Fressin	Marcq En Baroeul, France	1715
7	Jean-Francois Insi	Paris, France	1709
8	David Martinez	France	1707
9	Cyrille Defoucaud	Paris, France	1702
9	Francois Penlou	Chatenoy Le Royal, France	1702
	GERMANY		
1	Axel Becker	Germany	1800
1	Ruediger H. Klings	Bad Homburg, Germany	1800
3	Frank Adler	Koeln, Germany	1799
3	Martin Mauve	Hirchhorn/Neckar, Germany	1799
5	Jansen Stelau	Al, Germany	1772
6	David Liersch	Germany	1757
7	Menlie Thomas	Germany	1752
8	Thomas Esser	Kreuzau, Germany	1749
9	Uwe Stroinski	Reutlingen, Germany	1737
10	Stephen Valkyser	Aachen, Germany	1732
	JAPAN		
1	Sasanuma Kiyoshi	Kanagawa, Japan	1814
2	Koichiro Maki	Tokyo, Japan	1809
3	Toshiki Tsukamoto	Toshima-Ku, TOK, Japan	1764
4	Tanikawa Takayuki	Saitama, Japan	1759
5	Igarashi Hisakazu	Tokyo, Japan	1754
6	Hideyuki Takahei	Tokyo, Japan	1752
7	Ohhashi Ryuji	Tokyo, Japan	1751
8	Ishii Yoshikazu	Saitama, Japan	1750
9	Ishituka Nobuaki	Japan	1733
9	Kataoka Jun	Oosaka, Japan	1733
	KOREA		
1	Nam Woong	Korea	1720
2	Jacob Baughman	Kangseo-Ku, Seoul, Korea	1668
3	Moonsoo Kim	Seoul, Korea	1659
4	David Seo	Seoul, Korea	1622
5	Won-Yu Jun	Korea	1621
6	Lee Jun Su	Korea	1608
	NEW ZEALAND		
1	James Bellaart	New Zealand	1914
2	Raymond Dick	New Zealand	1850
3	Richard Martin	New Zealand	1784
3	Roger Miller	New Zealand	1784
5	Eion Gibb	New Zealand	1770
6	David Bocock	New Zealand	1754
7	Doug Burdan	New Zealand	1731
8	Kenneth L Stratton	Wellington, New Zealand	1727
9	Marcus Watson	New Zealand	1719
9	Morgan Heath	New Zealand	1719
	NORWAY		
1	Peter Evans	Bergen, Norway	1800
2	David Rudic Lilleøren	Oslo, Norway	1787
3	Haakon R. Monsen	Hosle, Norway	1782
4	Sturla Bingen	Sulheimsvir Bergen, Norway	1767
5	Kjartan Solsvik	Bergen, Norway	1763
6	Øyvind Ødegaard	Oslo, Norway	1709
7	Siguro Eskeland	Jar, Norway	1700
8	Jake Smith	Oslo, Norway	1689
9	Magnar Sveen	Fredrikstad, Norway	1680
10	Nicolai Herzog	Oslo, Norway	1666
	SINGAPORE		
1	Gabriel Kang	Singapore	1736
2	Patrick Lim Jit Wang	Singapore	1714
3	Chung Min Jet	Singapore	1689
4	Lee Kian Soon	Singapore	1666
5	Mark J. Chang	Singapore, Singapore	1656
6	Ng Yui Huang Terence	Singapore	1649
7	Lee Beng Hai	Singapore, Singapore	1633
8	Nicholas J. Wong	Singapore, Singapore	1630
9	Kheng Soon Ang	Singapore	1618
10	Yang Ting Hui	Singapore	1610
	SWEDEN		
1	Mattias Jorstedt	Goteborg, Sweden	1762
2	Olle Rade	Goteborg, Sweden	1756
3	Johan Lundström	Skogas, Sweden	1734
4	Dan Hörning	Stockholm, Sweden	1718
5	Erik Orrsjoe	Goteborg, Sweden	1712
6	Martin Jordö	Mölnlycke, Sweden	1694
7	Leon Lindbäck	Stockholm, Sweden	1684
8	Anders Hansson	Angelholm, Sweden	1679
9	Patrik Hyvärinen	Tyresö, Sweden	1677
10	Johan Disenborg	Tyreso, Sweden	1676
	SWITZERLAND		
1	Alexander Blumke	Thönex, Switzerland	1691
2	Matteo Rivas	Switzerland	1666
3	Jürg Häberli	Bern, Switzerland	1659
3	Stefan Muller	Switzerland	1659
5	Christian Strebel	Zürich, Switzerland	1609
6	Michael Suwald	Zürich, Switzerland	1603
7	Andreas Weiss	Nohl, Switzerland	1599
8	Ernst Schipper	Forch, Switzerland	1583
	TAIWAN		
1	Arthur Chang	Taiwan	1716
2	Edward Hsu	Taipei, Taiwan	1699
3	Wan Sha	Taiwan	1695
4	Dream-Long Lin	Taipei, Taiwan	1669
5	Mandos Yang	Taiwan	1630
6	Chun-Kin Teng	Taiwan	1625
7	Denis Ho	Taiwan	1622
8	Tzu Yuah Lin	Taiwan	1609
9	Min When Lin	Taiwan	1608
10	Andy Joule	Taiwan	1605
	THE NETHERLANDS		
1	Frits Van Varik	Amsterdam, The Netherlands	1698
2	Martijn Pijnenburg	Renkum, The Netherlands	1684
3	Bram Snepvangers	Utrecht, The Netherlands	1682
4	Jan Maurten Cobben	Groningen, The Netherlands	1681
5	Freek Ten Cate	Groningen, The Netherlands	1675
6	Chris-Jan Groos	Alphen, The Netherlands	1654
7	Harry Van Der Laan	Groninger, The Netherlands	1628
8	Hans Goris	Zuidlaren, The Netherlands	1617
9	Roy Aberkrom	Amsterdam, The Netherlands	1611
10	Paul Van Gool	Eindhoven, The Netherlands	1598
	UNITED KINGDOM		
1	Mike Dando	Hertfordshire, United Kingdom	1861
2	Richard Collins	London, United Kingdom	1807
3	Sam Roads	Cardiff, United Kingdom	1772
4	Michael Bainbridge	Birmingham, United Kingdom	1769
5	Julian Wiffen	Ashtead, Surrey, United Kingdom	1767
6	Martin Swan	Aldershot, United Kingdom	1765
7	Nick Butterworth	Olney, Bucks, United Kingdom	1757
8	Rob Salmon	Luton, United Kingdom	1754
9	Clark Swan	Dundee, United Kingdom	1745
10	Michael Budd	Edinburgh, United Kingdom	1737
	USA		
1	Nate A. Clarke	Londonderry, NH	1965
2	Mark Justice	Salt Lake City, UT	1943
3	Mark Chalice	Claremont, CA	1941
3	Peter Leiher	Largo, FL	1941
5	Jason Zila	Huntington Beach, CA	1937
6	Robert M. Malin Jr.	Cedar Hill, MO	1926
7	Andrew Nishioka	IL	1912
8	Steven O'Mahoney-Schwartz	Brooklyn, NY	1906
9	Scott A. Seville	Seymour, IN	1901
10	Brendon Herzog	Portland, OR	1899
10	Dominic K. Crapuchettes	Annapolis, MD	1899

DCI RANKINGS

Whispers from the Stromgald Spy



The Stromgald Spy looked forward to sunny skies and warmer weather as she departed for Los Angeles and the second Pro Tour event to be held there in less than a year. Once again, Pro Tour–Los Angeles offered a new draft format and many eager participants.

One of the most visible elements of this Pro Tour event were the new teams. "Team Amnesia," made up of Brian Weissman, Matt Place, and John Immordino, did exceptionally well. Both Weissman and Immordino made it to the Master division's prestigious Round of 8, while Place finished 42nd overall.

Another team that did quite well was "Team Dickhead," made up of proud members Truc Bui, John Yoo, Jason Zila, and Brian Hacker. Zila stumbled from his second-place finish at Pro Tour–Dallas, falling out of contention in Los Angeles on the first day. Hacker faired better, battling hard for a Top 16 finish, but lost his final match on Saturday to finish at 36th. Bui, the No. 1 seed following the second day, lost in the quarterfinals to eventual finalist David Mills, while Yoo made it all the way to the semifinal round before losing to Mills.

One of the other prominent teams playing aboard the Queen Mary was "Tongo Nation." This team—made up of Mike Long, Justin Schneider, Chris Bishop, Don Gallitz, Dominic Craphuchettes, Jon Becker, and David Mills—has a unique story about the origin of its name. (Remember, we're talking fiction here.) According to Long, the team's leader, "The Tongo story goes back to JerseyCon '87. Tongo was one of the top players in **Magic** at the time and there was this conspiracy in the DCI about him and he ended up getting kicked out of **Magic**. But those of us at JerseyCon '87 know the truth. We've banded together to make sure that Tongo isn't forgotten, that 'the man' can't keep Tongo down." More on this fictional account as it develops.

Rumors ran rampant regarding Team PCL, most of them involving the likely disbandment of the prominent team. There was talk of Preston Poulter going to Team Dickhead, and Mark Justice striking out on his own. Mario Robaina, PCL spokesman, said, "There has been no change to the PCL team roster. Los Angeles was the first Pro Tour [event] where every member of PCL did not qualify, and currently two members have not qualified for Paris. If that trend continues there will likely be some changes to the PCL lineup."

One of the biggest gripes in Los Angeles involved the "intentional-draw" rule. Many players who went 3–0 during the first day took intentional draws for their last three matches in order to guarantee themselves a spot in the Top 64. Thankfully, only the Top 2 players in the Round of 8 spots were determined by intentional draws, so spectators still had plenty of exciting matches to watch.

On the sponsorship front, the big news is that Justice received a $10,000 personal sponsorship from Hobby Town USA. The sponsorship covers all of his travel costs in exchange for Justice wearing Hobby Town USA apparel at all the Pro Tour events, and also making personal appearances at Hobby Town USA stores. Justice recently visited a Hobby Town USA store in Nebraska where he signed autographs and played against store customers. When the customers proceeded to rib him about not having the guts to face them in the local Pro Tour Qualifier, Justice promptly entered the tournament—losing just one match all day—and won the Qualifier.

The top story in Los Angeles was the players' reactions to the David Mills's disqualification. *(See "When the Decks Ran Red" on page 30.)* Justice, in fact, jumped up on his chair and led the assembled players viewing the finals in a small uprising, eventually trading in his chair for the podium and a microphone. A short time later, a calmed-down Justice had this to say: "We all love the game of **Magic** or else we wouldn't spend the time we do on it. Emotions sometimes run high with things we enjoy and love and I hope that my comments were understood in such a context. In the end, what we all want is the betterment of **Magic**. I'm really sorry if my words caused any harm to the wonderful people at Wizards who put on the Pro Tour events."

A side product of the whole Mills story has been the renewed impetus among the players to form a **Magic** Players Association. Nothing concrete came out of Los Angeles, though many of the players met on Sunday evening to discuss the issue. More on this story as it unfolds.

The Stromgald Spy won't be at Pro Tour–Paris, as she's involved with some top-secret projects here at Wizards of the Coast. For instance, on the weekend of May 16–18, Wizards will be opening its new Game Center in the University District of Seattle. The Game Center is a major step toward achieving Wizards quest to make games as "big as the movies." The concept behind cineplexes was to create a one-stop location where the public had the choice of many different movies. The Game Center is taking a similar approach with games—to create a fantastic gaming atmosphere where people can simply play all sorts of games. When you enter the Game Center, you'll take a step into high-tech adventure fantasy. The Wizards Game Center will be a one-stop shop for all types of games, from classic board games to high-end simulators.

To celebrate the center's opening, the Game Center will host a $10,000 **Magic** tournament on June 7 and 8, so plan to come out and see what all the fuss is about. The Game Center will also be the site of the 1997 **Magic** World Championships in August!

by Lis[illegible]evens

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